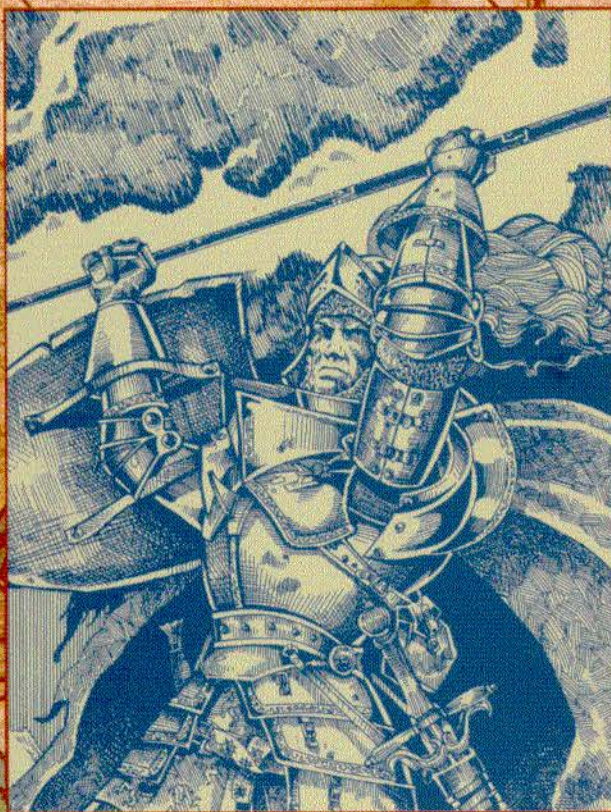


Advanced
Dungeons & Dragons[®]

TOMES

THE **ROD** OF SEVEN PARTS

INITIATION TO POWER



B o o k O n e



Advanced Dungeons & Dragons®

TOMES™ THE ROD OF SEVEN PARTS

Book I

INITIATION TO POWER

Table of Contents

Introduction	3	Level 1	44
Background	3	Level A	47
Adventure Summary	3	Level 2	50
Random Dice Rolls	5	Level B	54
Experience	5	Level 3	55
The Quest Begins	6	Level C	65
Night Raiders	8	Level 4	66
Approaching the Lair	9	Uninvited Guests	72
Inside the Tomb	12	Approaching the Castle	72
The Lower Level	20	Events	73
At the Sign of the Golden Cockatrice	26	Inside the Castle	77
The Golden Cockatrice	26	Cast of Characters	78
Events	29	Upper Levels	80
Incident at a Footbridge	38	Main Level	85
Spelunking	41	Lower Levels	92
Inside the Lair	43		

Credits

Design: Skip Williams

Editing: David Eckelberry

Cover Design: Stephen A. Daniele and Greg Kerkman

Cover Illustration: R. K. Post

Interior Illustrations: Glen Michael Angus, Arnie Swekel, Phillip Robb, Jim Roslof, and Erol Otus

Graphic Design: Greg Kerkman

Cartography: Diesel, David Martin, and Arnie Swekel

Typesetting: Tracey L. Isler

Art Director: Stephen A. Daniele

Playtesters: Phil Anderson, Dave Conant, Shawn Costa, Scott Douglas, and Jon Pickens

AD&D, ADVANCED DUNGEONS & DRAGONS, MONSTROUS COMPENDIUM, and the TSR logo are registered trademarks owned by TSR, Inc. MONSTROUS MANUAL and PLANESCAPE are trademarks owned by TSR, Inc. All TSR characters, character names, and the distinctive likenesses thereof are trademarks owned by TSR, Inc. ©1995 TSR, Inc. All rights reserved. This product is protected under the copyright laws of the United States of America. Any reproduction or other unauthorized use of the material or artwork contained herein is prohibited without the express written permission of TSR, Inc. Random House and its affiliate companies have worldwide distribution rights in the book trade for English language products of TSR, Inc. Distributed to the book and hobby trade in the United Kingdom by TSR Ltd. Distributed to the toy and hobby market by regional distributors.

TSR, Inc.
201 Sheridan Springs Road
Lake Geneva
WI 53147
U.S.A.



1143XXX1501

TSR Ltd.
120 Church End
Cherry Hinton
Cambridge, CB1 3LB
United Kingdom



INTRODUCTION

Descriptions of the infamous *Rod of Seven Parts* can be found in arcane lore on many worlds, and no two accounts are exactly alike. For an artifact of law, the *Rod* is notoriously unpredictable. It hops about from world to world with the Queen of Chaos in pursuit. Wherever the *Rod* appears, the forces of Law stand ready to oppose this creature from the depths of the Abyss.

This adventure describes what happens when the *Rod of Seven Parts* is discovered on your campaign world. There are plenty of surprises for everyone, even for players who have read game material previously published about the *Rod*.

Background

In a time long ago, war raged across the cosmos between the forces of Law and Chaos. Though the armies of the Queen of Chaos won most of the battles, they were forced to withdraw after their great general, Miska the Wolf Spider, was defeated and imprisoned by the Wind Dukes of Aaqa. The Wind Dukes created the *Rod of Seven Parts* to slay Miska. Unfortunately, the artifact merely wounded him and was itself shattered in the process. In the centuries since the final battle, the queen has scoured the multiverse, looking for the *Rod*. If reassembled, the *Rod* could slay Miska, but it also holds the key to healing his wound and releasing him from his eternal imprisonment.

The *Rod* itself undergoes subtle changes each time it enters a new world, and its powers during this adventure are slightly different from those previously attributed to it. A more extensive history of the *Rod* and a full description of its powers during this adventure are included at the beginning of **Book III**.

As the adventure opens, parts of the *Rod* lie scattered across the world where the player characters live, and the Queen of Chaos is just beginning to realize where some of them might be. When the first segment of the *Rod* falls into the party's hands, they become embroiled in what is the latest chapter of the timeless struggle between Law and Chaos.

Standing in opposition to the queen's aims, and aiding the player characters, are the remnants of the vaati, or Wind Dukes. This race of lawful immortals has mostly withdrawn from the affairs of mortals as it tries to recover from the losses it suffered during the war against Chaos. A small, dedicated cadre of vaati have remained to dedicate themselves to tracking the *Rod* and thwarting the queen. Yet all is not

well in the beautiful Vale of Aaqa. One Wind Duke has grown impatient with the uneasy truce that has existed between Law and Chaos, and seeks to reopen the war by releasing Miska. Though they might never realize it, the PCs become pawns in a three-sided struggle as they search for segments of the *Rod*.

Adventure Summary

This product is a campaign-style adventure in which the party must undertake a series of shorter adventures to acquire portions of the *Rod* and learn how to assemble them. The adventure begins in **Book I**, the volume you are now reading.

In the opening adventure, the party acquires the first segment of the *Rod*. Three different adventures are presented, and the DM is free to choose the one that best fits the campaign.

The search for the second segment brings the party to the subterranean lair of an aboleth. An insightful party can save time and effort by questioning the aboleth's many slaves and servants, but in the end they must struggle long and hard to acquire the second segment of the artifact.

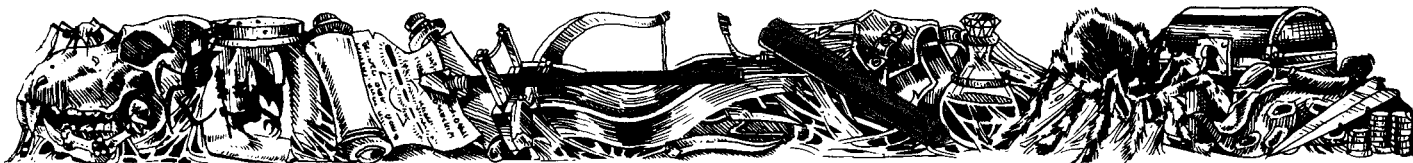
The third segment lies in the mountaintop lair of a cloud giant clan. The party has an opportunity to bluff their way into the lair and snatch the third segment, or they can use brute force. Brute force, however, is what giants are best at, and the party will have to be resourceful to prevail.

Book II takes the heroes again across their world; this time they travel into a barren waste. The fourth and fifth segments rest in the desert lair of two efreet who have come to the PCs' world to collect slaves. The efreet have no idea that they own the *Rod*. Given a reasonable amount of skill and luck, the party can defeat the efreet, but finding the *Rod* will test their ability to analyze what they have found.

The sixth segment is in a pocket dimension especially created by the baatezu. To get the segment, the party could defeat the dimension's guardian in combat. Or, rather than forcing the pit fiend to give it up, the party can convince the fiend that they are worthy champions of Law.

Miska himself guards the seventh and final segment of the *Rod*. Before the party departs on their final mission, they must reconcile conflicting advice from the vaati; it seems that not all the wind dukes have the party's best interests in mind.

While the PCs search for individual segments of the *Rod*, other things demand their attention. First,



Introduction

they must discover how the *Rod* actually works and how they can put it together—the process is more difficult than just matching up the pieces. Meanwhile, as the queen becomes more interested in the PCs and their world, the very reality around the party begins to warp, and the party must contend with hit-and-run raids by groups of spyder-fiends, which serve as the queen's front-line troops in the struggle to gain the *Rod*. The party gets a visit from a ki-rin who is concerned about all the destruction they are leaving their wake, and they should meet Arquestan, a good-hearted vaati who aids the party in ways they probably don't even suspect. Finally, the PCs might find themselves scrambling after pieces of the *Rod* they have inadvertently lost.

These sick treks are extremely important to the structure of the campaign adventure. Without them, the party never confronts the Queen of Chaos or her minions until the end of it all. Without them, the party never encounters their allies, the ancient vaati. Finally, without these story-minded events, the individual chapters become a disjointed scavenger hunt. See **Book III** for more information on how the adventures link together.

Preparing for Play

This product contains lots of detail about the settings the party will visit and the creatures they will meet. Much, however, is left up to you, the DM. For example, you will decide exactly where each adventure takes place in your campaign world. The introductions to the adventures contain some suggestions about the prevailing terrain, but only you can decide which particular corner of your campaign world can hold each setting. Likewise, each encounter contains considerable detail about what the creatures in it will do when the party enters the scene. It is important that you use the material to put yourself into the role of the creatures and NPCs that the PCs encounter. If the circumstances warrant a departure from what is described, you should do so. The material presented here is a guideline, not a straight jacket.

In a similar vein, you have great leeway in deciding how quickly and easily the party can get information about the *Rod*. The party might discover all they need to know in a single conversation with a sage or NPC wizard, or they may struggle to understand the clues and hints they discover during the adventure. It all depends on what kind of challenge you decide the party should have.

In any case, this adventure is written for a party of five to seven characters at the 10th to 12th level of experience (60-70 character levels in all). The party should contain at least one character from each character class (warrior, wizard, rogue, and priest), and two warriors and two wizards with at least one character from the other classes is best. Although the party will have many opportunities to role-play, fighting effectively is a critical skill in each adventure. A purely hack-and-slash approach will make things unnecessarily hard on the party, but a party that cannot hold its own in a contest of arms has little chance of surviving.

The adventure contains passages of boxed text. These passages contain descriptions of things the characters see, feel, smell, etc., and should be read aloud or paraphrased to the players. Items marked with bullets (•) contain important information for the DM; the PCs may or may not discover this information, depending on what they do. Typically, text marked with a bullet contains a summary of the things a creature might say in response to an appropriate question from the PC.

Alert: these paragraphs are found at the end of an encounter description. They are designed to help the DM organize his monsters and NPCs intelligently. Rather than waiting peacefully for the PCs to arrive, the party's enemies will respond, fortify, and counterattack. Contained here is information on what may occur as a result of the encounter. For example, if the guards at the gate of a castle raise an alarm, this section briefly sketches out who would be likely to react.

DM Note: paragraphs such as these contain important reminders about the AD&D game rules, special rules used in the adventure, and other items of particular importance.

The monsters in this adventure are drawn from diverse sources, including the *MONSTROUS MANUAL*[™] Tome, the *MONSTROUS COMPENDIUM*[®]: *PLANESCAPE*[™] Appendix, the *MONSTROUS COMPENDIUM Annual Volume One*, and the *MONSTROUS COMPENDIUM Annual Volume Two*. Fortunately, you don't need all these books to run this adventure. Complete notes for each creature are included in the adventure text, though the books can be helpful in understanding the creature more fully. Several creatures are entirely new; these are fully described in **Book IV**.



Introduction

Random Dice Rolls

At critical times during play, it might be necessary for you to roll percentile dice to determine exactly what happens. In particular, whenever the PCs use one of the *Rod's* major powers or create one of the magical glyphs needed to assemble the *Rod*, a percentile roll is required to see if the *Rod* breaks apart. While it usually is a good idea to roll the dice and apply the consequences, some judgment is necessary in these two cases. Early in the adventure, when the PCs are just learning about the *Rod*, it is fine to leave them at the mercy of the dice. Later, an unlucky percentile roll could create a frustrating or deadly situation for the party. In general, it is a good idea not to roll the dice when the party is using the *Rod* at an appropriate time. For example, it is prudent to use the *Rod's* *wind walk* power to move around in the final adventure. Do not roll to see if the *Rod* breaks in this instance. (You may want to go ahead and roll some dice behind a screen to keep your players on their toes, however.) On the other hand, if the party knows the *Rod* can break and uses a power when they don't have to (perhaps to save a spell or a charge from a magical item), roll the dice and apply the results.

It is a good idea to use the dice sparingly when determining the results of the tanar'ri *gate* ability. If the party's level total 65 or less, roll for gating only when the text calls for a roll. Even then, assume the *gate* attempt fails if the party has already taken a beating. If the party's levels total 71 or more, the tanar'ri should roll *gate* attempts at the beginning of every encounter and any *gate* attempts called for in the text should succeed automatically. In any case, fiends summoned into an encounter should not use their own *gate* abilities unless the party is making quick work of it all.

Percentile rolls to determine if the Queen of Chaos notices the *Rod* being used should always be made.

Experience

In addition to the experience value of the monsters the party defeats, you should give the PCs a story award of 75,000 to 100,000 xp each time they complete an adventure by recovering the *Rod* segment or segments featured in it. If the party retreats and an NPC must recover the segment, the party should get half the award or no award, depending on how much information they were able to give the NPC



about the situation. If the queen's agents steal a segment of the *Rod* during an adventure, the party should get no story award.

If you are awarding experience for treasure and magical items recovered, you might wish to skip the story awards, or subtract the amount of treasure experience you give from the story award. It is not a good idea to give both a story award and a treasure award.

In addition, you should give an award of 100,000 xp for slaying Miska or 50,000 xp for keeping him imprisoned (see the **Citadel of Chaos** adventure in **Book II**).

THE QUEST BEGINS

The quest for the *Rod of Seven Parts* begins when the player characters embark on a search for the first piece or when they fortuitously acquire it. It might be quite some time before the PCs comprehend exactly what they've started. This chapter offers three different opening adventures. You are free to choose the one that best fits your group's style of play. Brief descriptions of the adventures follow:

Night Raiders: is a fairly long adventure that can be played in two or three evenings. It is a dungeon crawl intended for groups that enjoy exploring dark monster lairs and favor combat (though a little clever role-playing will get them in the front door more easily than flashing swords will). It also offers a sense of history on the first segment.

At the Sign of the Golden Cockatrice: is a short adventure that can be played in one evening. It is intended for role-players and for groups who like to poke around and see how much trouble they can get themselves into. The PCs have to stay on their toes, however, because they face a dangerous combat at the end.

Incident at a Footbridge: is a single encounter that can be played in an hour or two. While it is essentially an ambush with a brief opportunity for role-playing at the beginning, the encounter tests the group's ability to handle combat and to think quickly. It is suitable for any type of group, and can easily be integrated into an ongoing adventure.

If more than one of these adventures has appeal for you or your group, you can combine all three opening adventures into one grand adventure. For example, the party begins by having a good time at a festhall (**At the Sign of the Golden Cockatrice**). There they encounter Eudora, the diviner from **Incident at a Footbridge** who hires the party to accompany her as she searches for the *Rod*. She does not tell them what she's really after, she just says she is hunting for some odds and ends to aid her in her research. Eudora leads the PCs to Osakay's lair (the **Night Raiders** adventure), where they recover the first segment of the *Rod*.

On their way back home, kakkuu ambush the characters as they cross a footbridge (the **Incident at a Footbridge** adventure), where Eudora is killed or rendered insane, or both.

You can also borrow material from one of the

three adventures when you're running another. For example, the playtesters decided to hire a tracker before embarking on the **Night Raiders** adventure. A stop at the *Golden Cockatrice* allowed them to post a notice and the party quickly hired Lynnya.

DM Note: You may also want to save one or two of these opening adventures. Later, they can be used to get the party back on track if they failed to acquire one of the segments, or if a segment was lost. For more information on these contingencies, see **Side Treks in Book III**.

The material presented in this product is for you, the DM. Use it as you see fit.

Afterward

Ideally, the PCs will finish this chapter with the first segment of the *Rod* in hand. If they don't, the **Troubleshooting** section will help you get things back on track.

Once the PCs have the first segment, they can move on to **Spelunking**, where they can gain the next segment, or take a side trek to learn more about the *Rod* (see **Book III**). On the other hand, it may not be immediately obvious to the PCs what they have just acquired, and they may spend time adventuring before they realize exactly what they have stumbled onto. Meanwhile, of course, the Queen of Chaos will send her minions to hound the party.

Troubleshooting

This section deals with the loose ends and plot complications that the DM might face when running the adventures in this chapter.

- The spyder-fiends got the first segment of the *Rod*. This is not likely to happen unless the PCs just sit back and let the spyder-fiends have their way. (Remember that the fiends cannot handle any part of the *Rod* safely, they have to get another creature to carry it for them.) The queen has won a victory, but all is not lost. The wind duke Arquestan can pay a visit to the PCs and send them searching for the next segment. Meanwhile, perhaps the queen could recruit mortal servants to send after the second segment as well, giving the party a second chance at the first segment. Nevertheless, the queen has gained a toehold in the world, and the amount of Chaos increases.

NIGHT RAIDERS

The dark naga Osakay has found the *Rod's* first segment in an ancient tomb. Osakay does not understand the segment's true nature, but is fond of its *cure light wounds* power (which the naga can use because the *Rod* is mentally activated).

Osakay, ever hungry for wealth and power, has assembled a band of orcs, ogres, trolls, and ettins. Under the naga's direction, the humanoid have begun raiding settlements and ambushing travelers in their area. So far, no one has traced them back to their hidden lair because the raiders have been careful to cover their tracks.

The lair lies in a mountainous area fairly distant from the PCs' base of operations. The area should be about two weeks' travel away, close enough so they can hear rumors coming from the area, but far enough away so the PCs have to make a commitment for the adventure. There are several ways the PCs might become involved, again depending on your preference and style of play:

- The PCs are traveling through the wilderness on unrelated business when orcs, reinforced by ogres and trolls, ambush them during the night. (Use the statistics from page 9.) The attackers flee if the battle goes against them.
- The PCs hear tales of cunning orcs terrorizing an area. Though the band is small, they have larger creatures allied with them and have executed their raids brilliantly. The party has the opportunity for role-playing as they acquire information from natives of the area about these organized raiders.
- The PCs hear a gruesome tale from a survivor of an orc raid. The orcs attacked a small caravan when it was camped at night, killing everything in sight and stripping the bodies of all items, even normal clothing. The storyteller survived by playing dead and creeping away when the orcs were distracted by a choice bit of loot, namely a big ruby.

The Tomb

In ancient times, Siryl, a warrior king, owned the first segment of the *Rod*, and had his court wizard attach a handle to it. When Siryl died, the segment was buried with him, along with a considerable amount of other treasure. (Alternately, the tomb could have been built for some other legendary hero

or ruler in your campaign.) In any case, the tomb has fallen into disrepair over the centuries and has been looted several times.

Osakay rediscovered the tomb not long ago, after rooting out several creatures that had taken up residence. It found the *Rod* segment, which previous looters had overlooked (probably because it does not appear valuable or magical). Osakay decided that the tomb would make a good lair. But it is only a matter of time before the segment attracts attention, either from adventurers or the Queen of Chaos.

The tomb is an excellent hideout for Osakay's band of cutthroats, located in an area of forested badlands interlaced with valleys and streams. The entrance is tucked under an overhanging cliff and further shielded by the trees growing on the slopes surrounding the valley below the cliff. The entrance is almost impossible to spot from the air or from the valley floor.

No map of the area surrounding the tomb is provided. Maps of the tomb and its entrance are included on Mapsheet A (Maps A1 and A2). A players' map of the entrance is included on Mapsheet D (Map D1).

Searching for the Lair

The most reliable way to locate the tomb is to track one of the raiding parties back to it. As noted above, victorious raiding parties are disciplined enough to cover their tracks. If the characters defeat a raiding party, however, they have an opportunity to follow a fresh trail back to the lair (the raiders cover the trail on their way back from a fight). Even unskilled trackers can follow this trail if they roll under one-half their Wisdom scores on 1d20 (only one check is allowed for each member of the party). If a character with a tracking proficiency is present, she can make a normal tracking roll with a +9 bonus for heavy brush and the large number of creatures in the group (see Table 39 in the *PHB*).

The PCs' opportunity will not be so great if any raiders escape a fight with the party; see below for details.

If the PCs do not defeat a raiding party, they can go to the site of an ambush or raid and scour the countryside. Any local resident can and gladly will tell the PCs where to start looking.

Characters with the local history or ancient history proficiencies can get a hint about the lair's where-



Night Raiders

abouts with a successful proficiency roll. The local history proficiency reveals that many kinds of creatures often take up residence in the many abandoned tombs hidden in the valleys around here. The ancient history proficiency reveals that there are dozens of tombs from a lost kingdom in the nearby area. Most of them have been looted and vandalized, then forgotten. If you prefer, you may of course role-play individual encounters with NPCs in order to provide valuable information to the party.

Should all else fail, the local authorities give the PCs a crude map that shows the site of each attack. A circle has been drawn around all the sites, and the official showing the map to the group explains that the raiders' lair probably lies within the circle.

If the PCs search for the lair using any of these methods (scouring the countryside around an attack site, searching the tombs, or searching within the circle on the official's map), they find the lair within 3d6 days. Each day the PCs spend searching, there is a 1-in-6 chance of encountering a small raiding party from the lair. If the PCs favor a more indirect approach to orc hunting, they can pose as merchants or travelers themselves. If the group is not large or powerful looking, they have a 2-in-6 chance each day to encounter a raiding party:

Ogres (4): AC 4 (chain mail); MV 6 (moderate encumbrance); HD 4+1; hp 27, 23, 21, 19; THAC0 17 (15 with Strength bonus); #AT 1 or 2; Dmg 2d4+6 (bardiche + Strength bonus) or 1d8+6/1d8+6 (composite long bow and sheaf arrow + Strength bonus); SZ L (9'+); ML Steady (11); Int Low (7); AL CE; XP 270 each; MM/272.

Special Equipment: One flask of oil and 20 sheaf arrows each.

Orcs (10): AC 6 (studded leather & shield); MV 9 (moderate encumbrance); HD 1; hp 6 each; THAC0 19; #AT 1 or 2; Dmg 1d8 (battle axe) or 1d8/1d8 (composite long bow and sheaf arrow); SZ M (6' tall); ML steady (12); Int average (8); AL LE; XP 15 each; MM/281.

Special Equipment: Two flasks of oil and 20 sheaf arrows each.

Troll: AC 4; MV 12; HD 6+6; hp 36 each; THAC0 13; #AT 3 or 2; Dmg 1d4+4/1d4+4/1d8+4 (claw/claw/bite) or 1d4+8/1d4+8 (thrown daggers + Strength bonus); SD regeneration; SW slashing weapons can sever limbs, fire or acid prevents regen-

eration; SZ L (9' tall); ML elite (14); Int low (7); AL CE; XP 1,400; MM/349.

Notes: Any edged weapon can sever a troll's limb on a roll of a natural 20. Severed limbs continue to fight. A troll regenerates 3 hit points per round, starting the third round after damage is inflicted. A troll cannot regenerate damage inflicted by fire or acid.

Special Equipment: Six daggers.

When attacking, the orcs form a line and fire their arrows while the ogres and the troll hide on the flanks. When the enemy attacks the orcs, the ogres and the troll join the combat, launching missile attacks first, then charging the opponent's flanks. PCs with experience in fighting these humanoids will note that they attack with some semblances of tactical training. Nevertheless, if an encounter goes against them, all the humanoids flee. Fleeing orcs take a long and roundabout path back to the lair. They cover their tracks if they get a chance and do not return to the lair if they know they are being followed. The ogres and the troll, however, head straight for the lair.

Alert: If the PCs pursue the fugitives, the whole lair will be alerted and will meet the PCs in force; additional guards will be posted near the entrance (see area 6), and all the lair will be awake and prepared when encountered.

Approaching the Lair

Unless they can fly or scale the cliffs, the characters must approach the entrance from the south or east, moving uphill. To the north, a cliff rises 200 feet over the tomb's main entrance. To the west, another 60 foot cliff falls away from this small plateau. The cliffs on the north and west sides of the entrance are sheer, and must be climbed. Fortunately, they are rough, with many handholds for climbing (see Chapter 14 of the *PHB*). Meanwhile, characters ascending the hill move at one-third their normal speed. Even atop the hill, they are still reduced to half speed because of the debris and underbrush.

The trees and undergrowth limit sight and ranged attacks. Creatures of medium size are invisible at ranges beyond 120 feet, though they can be heard moving up to 150 feet away (200 feet away if moving through the midden or rubble). Larger creatures can be seen and heard an extra 20 feet away per size category above medium; smaller creatures cannot be



Night Raiders

seen or heard for an additional 30 feet of distance per size category below medium. Creatures are virtually immune to missiles or spells if they are too far away to be seen. All creatures gain 25% cover (+2 bonus to armor class and saving throws) against any missile attack made at a range of more than 60 feet, regardless of the creature's size.

Creatures that are flying or climbing the north cliff gain cover and concealment only for the horizontal range through the trees, not the actual distance between them and their foes. (It's easy to see and shoot at a creature in the clear air; it's the trees that cause the problems.) It is possible to use spells such as *clairvoyance* or *wizard eye* to effectively extend a character's sight beyond 120 feet, but targets gain an additional 25% cover (see Table 44 in the *DMG*) for every additional 60 feet of range. Of course, characters can hide behind trees or boulders to get extra cover. Any benefits gained from hiding behind an obstacle are added to any benefits the character receives from an incoming attack's range.

At night, a character with infravision can see 60 feet or the range of his infravision, whichever is greater, and ranged attacks suffer the same penalties as listed above. Characters without infravision can see a maximum of 60 feet, and their ranged attacks begin suffering penalties at a range of 30 feet.

Despite the poor visibility, the denizens of the tomb keep a constant watch, as noted in the description for location 3.

About the Players' Map: Bring out the players' map (Map D1) when the PCs have done something to scout the area (climbing a tree for a look around, flying over the area, or just walking around a bit). Some important features, such as the pits and the entrance to area 13, are not shown on the players' map because the characters can't see them right away. Note that the midden (location 2) is shown as rubble on the players' map; the characters can't tell it is a pile of smelly garbage until they get close to it. Be sure to trace the group's movements on your own map.

Rubble

These areas are piled high with shards of rock that have fallen from the cliff. Characters make quite a bit of noise when moving through rubble, as noted above. Invisible creatures can easily be tracked when they move across rubble. Due to the unsure footing, characters moving through rubble suffer a $\times 2$ initia-

tive penalty and loss of defensive bonuses from Dexterity. Attempts to move silently across rubble suffer a -25% penalty.

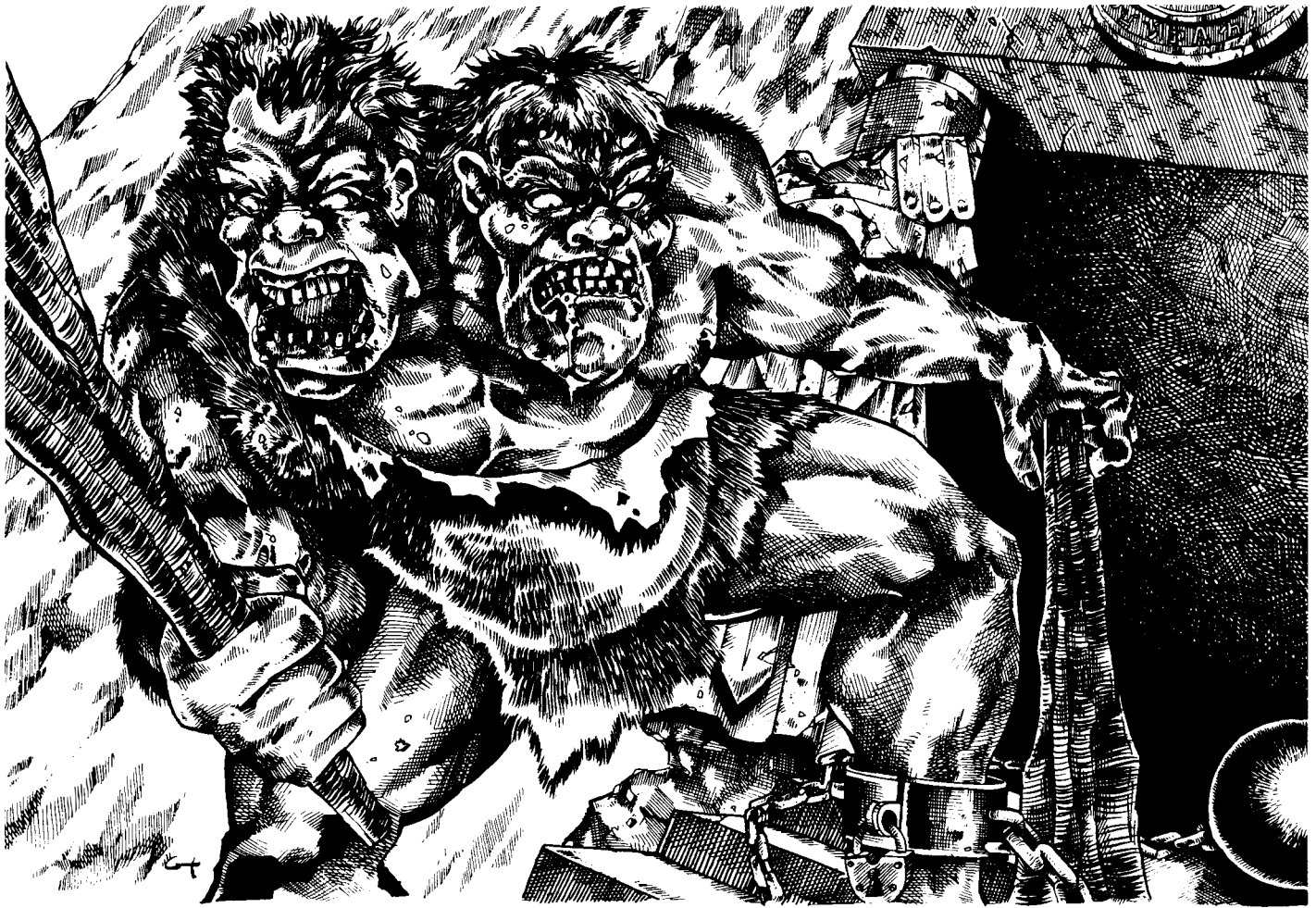
Pits

The orcs created these concealed pits under Osakay's direction. The covers collapse when more than 50 pounds of weight are placed upon them. The pits themselves are 20 feet deep and their bottoms are studded with sharpened wooden stakes that are none too clean. Characters falling into the pits suffer 2d6 points of damage from the fall and 4d6 points of damage from the stakes. A successful saving throw vs. breath weapon reduces the damage from the stakes to 2d6 points. Characters also suffer 1d6 points of extra damage when the rubble covering the pits falls on them. A *feather fall* negates damage from the fall and from the stakes, but not from the rubble.

If a character is impaled and one or more of the damage dice from the stakes (not from the fall or debris) rolls a "6," he develops a disease. After 3d8 hours, the victim develops a fever. Movement is reduced to half and he loses 2d6 points of Dexterity and Constitution. The disease is not fatal, but the effects persist for 2d4 weeks if not cured magically. During this time, the character must roll a Constitution check vs. his reduced score every time he undertakes a strenuous activity (combat, running, lifting, etc.). If the roll fails, he passes out for 1d4+1 rounds. Once this disease is cured, reduced ability score points return at the rate of one point per day of rest; however, the character must attempt a saving throw vs. poison. If the saving throw fails, the victim loses one point of Dexterity and Constitution permanently. A saving throw is not required if the character receives a cure before symptoms develop (in the first 3d8 hours).

Boulders

The large boulders shown on the map are about 15 feet high. Under Osakay's direction, the orcs have hollowed out the tops of the three boulders they use as sentry posts to provide them with cover as noted above. The orcs use the adjacent trees to scale the boulders; the trees are studded with spikes and are as easy to climb as a ladder. Characters can attempt to climb the boulders' sides, which are very smooth for climbing purposes (see *PHB*, Chapter 14).



1. Trails

Osakay has ordered its minions to vary their paths when going to and from the tomb. In spite of this, the humanoids have worn two faint trails leading up the hillside. If the characters are approaching the tomb on foot, they will spot one of these before they see anything else. The trails offer a safe path through the pit traps on the hilltop, but anyone using them will pass right under the noses of the sentries in area 3.

Movement along the trails also is quicker than moving through the undergrowth. Characters move at half speed going uphill along a trail and at normal speed on the hilltop. Trails do not affect ranged attacks or the amount of noise characters make when moving.

2. Midden

The raiders throw all their rubbish here. The foul-smelling heap contains nightsoil, food scraps, masonry debris, chunks of mildewed plaster, and all manner of castoffs. The trees hide the mound from sight until a character actually reaches the edge, but

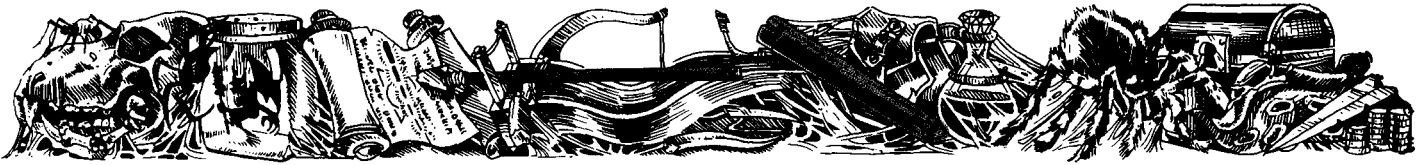
the odor is noticeable up to 30 feet away.

When raiding, the humanoids take just about everything they can carry away, then carefully search everything once back at the lair. They keep only the choicest items and throw the rest away.

The heap is unstable and ready to slide several dozen more feet down the slope. Characters walking in the heap or searching it must attempt a saving throw vs. petrification every round. If they fail, they fall and are carried downhill with the sliding trash. The slide inflicts 1d4 points of damage to each character who failed a saving throw.

Characters walking on the trash heap suffer a +2 penalty to initiative rolls and lose any defensive bonuses due to Dexterity. Attempts to move silently over the trash heap suffer a -50% penalty. Invisible creatures walking across the trash heap are easily tracked because of the noise and the yielding surface.

The three carrion crawlers from area 13 emerge at night to scavenge in the heap. Their multiple feet allow them to crawl among the trash without fear of falling and being crushed in the debris, but they do kick loose bits of trash fairly often. The opening to their chamber is visible from 30 feet away.



Night Raiders

Alert: The orcs ignore sounds from the midden; the rubbish is always shifting and the carrion crawlers tend to make a lot of noise when foraging (the orcs haven't figured out that the carrion crawlers only come out at night). However, if the orcs hear the party talking near the midden, they take a look.

3. Sentry Posts

Two orcs keep watch over the hilltop from stations atop some of the huge boulders that litter the area. Unless alerted by a survivor from a fight with the PCs, the orcs tend to huddle under the trees during the daytime, seeking shade. This makes them less likely to notice intruders but keeps them hidden from aerial observation. At night, the sentries pace along the tops of the boulders, giving them a wider field of view. Day or night, the orcs are hard to see, as they stay hidden behind the crowns of the boulders; they cannot be seen unless they attack, someone climbs up to attack them, or someone scans the boulders with a *detect invisibility* spell.

The boulders also provide 90% cover to the orcs when they are not attacking and 50% cover when they are. This is in addition to any cover the orcs gain due to an incoming attack's range.

The sentries eventually notice if the PCs attempt to descend the north cliff, but they won't see the characters until they reach the hilltop if they come from the west. The orcs are not expecting any intrusions from that direction; their attention is mainly directed to the east and south. During the day, however, the orcs are listless and won't notice the PCs unless they make a lot of noise, attack one of the sentry posts with flashy spells or missiles, or come within 30 feet.

If the orcs notice any intruders, they signal each other with silent hand gestures, and the orcs atop the northernmost boulder signal the ettin at location 4. Once that is done they hunker down and wait for a chance to catch the enemy in a crossfire. They are particularly fond of raining arrows and flaming oil down on groups trying to free someone from one of the pit traps. (Each sentry post has a pot of hot embers for quickly lighting oil flasks. They are kept well hidden so they are not readily detectable, even with infravision.)

If two of the six orcs are slain, the survivors head for area 4 at top speed (using the trails if they can reach them), whooping at the tops of their lungs.

Orcs (6): AC 6 (studded leather & shield); MV 9 (moderate encumbrance); HD 1; hp 6 each; THAC0 19; #AT 1 or 2; Dmg 1d8 (battle axe) or 1d8/1d8 (composite long bow and sheaf arrow); SD 50% or 90% cover; SZ M (6' tall); ML steady (12); Int average (8); AL LE; XP 15 each; MM/281.

Notes: If not attacking, the orcs have 90% cover, which gives them a +10 bonus to armor class and saving throws. When attacking, they have 50% cover, which gives them a +4 bonus to armor class and saving throws.

Special Equipment: Two flasks of oil and 20 sheaf arrows each.

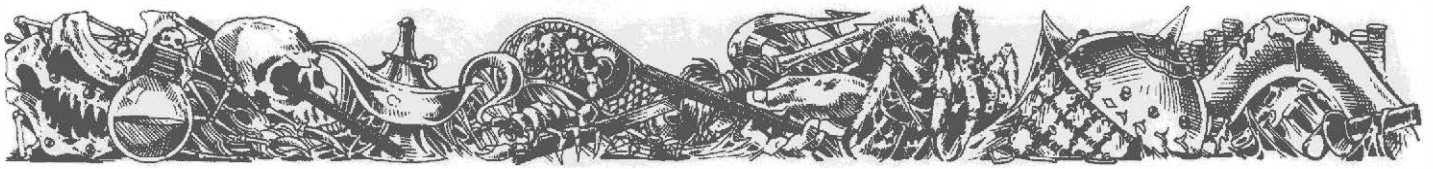
Inside the Tomb

The PCs can enter the tomb either through the main entrance (area 4) or through the opening near the carrion crawlers' chamber (area 13). Unless otherwise noted, the tomb's interior is unlit. The residents depend on their infravision. (The trolls and ettins have infravision with a 90-foot range; the other residents have infravision with a 60-foot range.)

The artificial areas within the tomb have ceilings twice as high as they are wide. Artificial areas also have ventilation shafts, one for every 15-foot square of floor area. For example, area 5 has four shafts, area 6 has one shaft, and the corridor leading from the main entrance has a shaft every 15 feet. The shafts are about 18 inches wide, large enough to admit a size tiny creature; however, each is covered with a grating of sturdy bronze bars (see the description for area 22 for details). The air shafts wind upward through solid rock and open onto the cliff face about 100 feet above the hilltop, where they are blocked by identical gratings. The openings are disguised as natural cracks in the cliff face and are overgrown with vines. If the PCs search for them, treat them as concealed doors.

The natural areas within the tomb are as high as they are wide. This makes the 5-foot passages a bit cramped for any creature more than 5 feet tall. Such creatures suffer a -1 penalty to attack rolls and armor class (though all normal bonuses apply). No creature can use a large weapon inside the five-foot natural passages.

The tomb's interior was originally covered in elaborately carved and vividly painted plaster that showed scenes from the lives of the people buried in it. Time, looters, and water seeping into the tomb ruined the



Night Raiders

plaster work, and Osakay, who has developed a passion for neatness as a side effect of owning a segment of the *Rod* (see **Book III**, page 9), has ordered its minions to scrape it all away, leaving only bare rock. Most of the lair is scrupulously neat and clean, as Osakay sees to it that its troops keep their living areas tidy. There is hardly a speck of dust anywhere.

Doors in the tomb are hard to open, requiring a standard open doors roll. Residents of the tomb, however, are familiar with each door's particular quirks and can open unlocked doors automatically. Some doors are locked; this is noted in the individual area description where applicable. A locked door can be forced open with a reduced open doors roll (see Chapter 1 of the *PHB*). The party can also employ *knock* spells, batter down the doors with spells or weapons, or pick the locks. *Knock* spells work normally. If attacked, a door has an armor class of 1 and 25 hit points. Slashing weapons inflict half damage, piercing weapons inflict quarter damage, and blunt weapons inflict one point per hit. The doors save vs. spells as hard metal with a +4 bonus. If the save fails, the spell inflicts damage just as though it were cast at a character. Otherwise, the spell inflicts 1d4 points of damage. Of course, forcing a door open violently will create noise sufficient to attract the attention of the nearby denizens.

Unless noted otherwise, stairs descend 5 feet for every 5 feet of length.

Finally, remember that the inhabitants of the tomb have the power to react and act independently of the party. Make use of the *Alert* section. If the PCs come charging through with no thought of the disturbance they are making, the whole complex will be alert to their presence in short order. If given the opportunity, Osakay will eventually marshal all of its forces and assault the party in a horde (see area 19). If the party is chopping through the lair's denizens with ease even when they are prepared, they will retreat and regroup to fight "another day."

4. Entrance

One of the lair's two ettins is always on guard here. The ettin keeps a sharp lookout with both heads, and is almost certain to notice the PCs when they approach unless they are both invisible and silent.

The entrance is visible from about 300 feet away, but the PCs have to get within 60 feet of the entrance to get a good look at it. Tactical Map D2 shows the area in detail.

A wide stair of white marble rises about 5 feet to a rectangular opening in the cliff face. The opening must be 25 or 30 feet high and about half that wide. A pair of massive statues (about 20 feet high) depicting bearded warriors in archaic armor flank the stairs; the statue on the left has been broken off at the chest. Behind the statues, tall columns of green marble support a pediment made of the same material. A huge medallion of white marble is set in the pediment. There is writing chiseled into the medallion, but you can't read it from here.

At the top of the stairs, a passage with a green floor stretches into the darkness past what remains of a pair of colossal bronze doors; most of the metal seems to have been cut away, leaving only two metal flaps hanging askew from bent hinges. Fallen rubble litters the stairs and the passage, and you can see bits of the broken statue among the debris. You can also recognize a huge, two-headed giant squatting in the opening. It seems to be alert, looking about with both heads. The creature displays a pair of sour expressions, and it is armed with a pair of massive clubs. It appears to be wearing a manacle on one hairy ankle.

The tablet in the pediment reads: "Siryl Rex, Conqueror and Statesman," or some other epitaph that is appropriate to the campaign and to the tomb's occupant. The description is written in an ancient version of Common and is indecipherable without a *comprehend languages* spell, a successful use of the rogue read languages ability, or a successful use of the ancient languages proficiency (if the language the character knows is ancient Common or its equivalent in the campaign).

The ettin is indeed manacled and in a surly mood. The two resident ettins are recent additions to Osakay's band, and they do not serve the naga willingly. The other inhabitants treat the ettins none too gently. In fact, Osakay allows the ogres and trolls to amuse themselves at the ettins' expense. The ettins are alert guardians only because Osakay has threatened them with painful deaths if they ever allow anyone to get into the tomb.

The ettin wears a ball and chain to keep it from running away while on guard duty. The ball and chain assembly weighs about 550 pounds. The chain is 40 feet long, and the ettin can move freely when it is just dragging the chain along. Once the chain is stretched to its full length, however, the ettin has to



Night Raiders

drag the ball along (or pick it up and carry it), which encumbers it severely.

If the orcs at location 3 have given the warning, the ettin is alert and receives an additional +2 bonus to its surprise rolls. It is nasty and stupid, but just bright enough to realize the PCs might allow it to escape—and just suspicious enough to be afraid that it is being watched from inside. If it sees the PCs and there are no orcs in sight, the ettin merely grimaces menacingly. If the PCs are hot on the heels of some fleeing orcs, the ettin attacks the orcs, hoping to curry the PCs' favor.

Observant characters might negotiate with the ettin and gain a quiet entry into the tomb. The ettin wants its freedom, and that's all it wants. It is even willing to offer its fine hauberk as a bribe. If the raiders have already been warned about the PCs (for example, if the PC chased a group of raiders back to this site), the ettin knows it is being watched and will not parley with the PCs. The ettin is not interested in money or food under any circumstances. It wants to escape. The ettin knows very little about the complex. It has never been beyond area 10 and has never been in any chamber except area 5. It knows about the secret door in area 5 but does not know how to open it.

If the PCs reach an agreement with the ettin, they can free it with a successful open locks attempt, a *knock* spell, or a bend bars/lift gates roll. When freed, the ettin hightails it away from the tomb and doesn't look back. There is a chance that the other ettin might notice it leaving; see area 5 for details. Bargaining with the ettin is no easy matter, however. Ettins have no language of their own; they speak only a limited dialect of orcish. Characters who speak orcish can understand about half what the ettin says. A *tongues* spell makes communication much easier.

If attacked, the ettin fights to the death, shouting loudly the whole time. When crouching behind the rubble and ruined doors, it has 25% cover. If attacked with spells or missiles, it responds by hurling huge spears at the party. If the PCs back out of range, the ettin retreats down the hall, hooting a warning with both heads.

The passage leading north from here is dimly lit during daylight, but on moonlit nights the north end is heavily shadowed.

Alert: Unless the party deals with the ettin quickly and quietly, trouble results. While none of the inhabitants care particularly for their guard, they take action should they hear shouting and the sounds of melee. The ettin in area 5 awakens, and the ogre bathing in

area 6 runs downstairs and raises a general hue and cry. The orcs in areas 9 and 11 also notice any clamor, warn their brethren in the neighboring areas, and form up a defensive position. Within a short time, all of the raiders are alert and responding; Osakay organizes the troops to counterattack.

Ettin (Giant, Ettin): AC 0/2 (collection of looted armor); MV 12 or 3 (severely encumbered); HD 10; hp 45; THAC0 10; #AT 2 or 1; Dmg 3d6/2d8 (club/club) or 2d6 (huge spear); SA can attack with two weapons at no penalty; SD +2 to surprise rolls; SZ H (13' tall); ML elite (14); Int Low (7); AL CE; XP 3,000; MM/135.

Notes: The ettin on guard duty wears a hauberk made from several suits of plate mail and two shields. The shield attached to his front is a *large shield* +2. The ettin has an armor class of 0 from the front, and an armor of 2 on his rear and flanks. The ettin can hurl its huge spears 30 feet. When defending the entrance, the ettin has 25% cover, giving it a +2 bonus to armor class and saving throws.

Personality: Fidgety, crabby.

Special Equipment: *large shield* +2 (human sized), four huge spears.

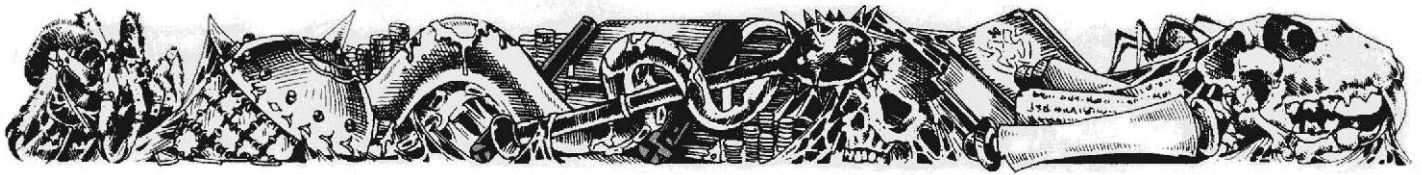
5. Ettin Den

This chamber once served as a chapel for visitors. Looters have long since stripped it, and water seeping down from the cliff above has completed the destruction. A dais and a smashed altar on the west wall are the only clues to the room's original function. The chamber reeks terribly, but is fairly neat. It has plain stone walls and a well-scuffed floor made of green marble a shade lighter than the passage outside.

The second ettin rests here while its companion stands guard. It, too, wears a ball and chain. It does not wear armor, just a filthy garment made from badly cured animal hides. This ettin spends most of its time fitfully snoozing, but it is awake and alert if warned about the PCs' approach.

If it is asleep when the PCs arrive, any fighting in area 4 or the hallway beyond awakens it after 1d4 rounds. If the fight ends before the ettin awakens, it goes back to sleep. When it sees the PCs, it drops the ball and attacks.

If the ettin is not awakened by fighting or its companion's departure, it keeps right on snoozing. Its snore makes a throaty duet that the PCs can clearly hear from the hallway unless they are silenced. If the



Night Raiders

party attacks the sleeping ettin, surprise is automatic.

If the PCs are clever, they can negotiate with this ettin, too. They'll have to do something to keep it from crying out when it awakens, such as gagging it. They'll also have to be very direct and immediately tell it they intend to let it go. The ettin is interested only in escaping, because it knows it will die if it can't kill the PCs. If the party threatens it, the ettin tries to raise the alarm and attack, even if the PCs have it at sword point.

The secret door in the north wall of this room is activated by a stud in the altar. If the PCs don't press the stud, the door is effectively locked (see page 13). Finding the stud requires a successful search for secret doors on the altar. Elves cannot find it merely by passing within 10 feet, but they get the full benefit of their racial ability when searching.

There is nothing else worthwhile in the chamber.

Alert: Should anyone proceed downstairs through the secret door, refer immediately to area 18; the troll guard at that location reacts without delay. In any event, if the ettin here is the first to raise the alarm, the ogre in area 6 bolts downstairs, but instead takes a roundabout route to Osakay through areas 9, 10, 14, 15, and 18. It rouses the denizens of those locations as it passes them. Otherwise, the same effects described in area 4's **Alert** hold true.

Ettin (Giant, Ettin): AC 3; MV 12 or 3 (severely encumbered); HD 10; hp 45; THACO 10; #AT 2 or 1; Dmg 3d6/2d8 (club/club); SA can attack with two weapons at no penalty; SD +2 to surprise rolls; SZ H (13' tall); ML elite (14); Int Low (7); AL CE; XP 3,000; MM/135.

6. Fountain Chamber

This room once served as a place for visitors to meditate quietly. The stone benches on the north and south walls are contoured to give man-sized humanoids a comfortable seat. The current residents use the room for washing.

When the PCs enter the complex, there is an ogre in here washing out a half dozen buckets and getting a bath in the process. The creature is not at all pleased with Osakay's insistence on neatness. Since the door is closed for privacy, and because it is absorbed in its task, the ogre is oblivious to anything going on in the hallway outside short of a shout from the ettin or a *fireball* blast. If it notices anything, it bolts across the hall and awakens the ettin in area 5,



assuming that one is still sleeping. Then the ogre flees through the secret door, which closes behind it, and runs to area 19 to warn the naga.

Alert: If the raiders have been alerted and had a little time to prepare, the four ogres and two trolls from area 14 are stationed here with the door open to welcome any intruders (see area 14 for their statistics). One ogre keeps an eye on area 4 while the rest remain out of sight. If intruders enter the complex, one of the trolls dashes off to area 19 as described above, while the rest of the group tries to help the ettins hold the entrance.

Ogre: AC 5; MV 9; HD 4+1; hp 27; THACO 17; #AT 1 or 2; Dmg 1-10; SZ L (9'); ML Steady (11); Int Low (7); AL CE; XP 270; MM/272.

Notes: Despite his steady morale, the weaponless ogre will make every effort to get away and warn others.

7. Burial Chambers

These rooms originally served as crypts for King Siry's family. The doors are trapped; any attempt to pick a lock or force a door brings a 5-ton granite block crashing down in front of that door.



Night Raiders

This small alcove has a ceiling lower than the main passage. An ornate bronze door, newly polished, stands at the other end. Through the floor in the alcove has been scrubbed clean, you can see a network of chips, scratches, and cracks near the walls.

A *find traps* spell, successful find traps roll, or successful use of the demihuman ability to detect stonework traps reveals the danger. A successful remove traps roll can jam the mechanism so the block does not fall; a failed remove traps roll triggers the trap.

The ancient tomb robbers took a more direct approach; they wedged heavy wooden pilings under the blocks, then picked the locks and looted the chambers. Osakay bid its minions to reset the traps and remove the pilings; that is how the floors became damaged. If the PCs examine the doors, they notice that the locks have been picked once already, then relocked.

If the PCs trigger the trap, any character in the alcove must attempt a saving throw vs. breath weapon. Success means the character escaped from the alcove before the block fell. Failure means the character is crushed beneath the incredible weight of the block, taking 10d10 points of damage. A character so flattened needs the assistance of others to escape. There are, however, several ways the PCs can keep the blocks from falling. A *feather fall* spell will not work because the block is too heavy. The various *wall* spells would suffice.

Any effort the party makes to get into these rooms, however, is mostly wasted. The crypts were stripped and looted long ago, and the current residents never enter them. They serve strictly as deathtraps for unwary invaders.

Alert: Should any of these huge traps fall, the entire lair is alerted (unless the block was within the radius of a *silence* spell). Osakay musters its forces downstairs and counterattacks (see area 19).

8. Smithy

The raiders use this burial crypt as an armorer's shop and storage area. The door is trapped as described in area 7, but wooden pilings have been placed in the alcove to hold up the granite block. No one is in the smithy when the PCs arrive, but there's plenty to see.

This small chamber might have been a crypt once. The walls are lined with two tiers of shelves that look just wide enough for coffins, but there are none here now. Instead, there is a big, flat rock with a pile of smoldering coals on one side. A tendril of smoke rises to the soot-blackened ceiling and escapes out a small vent. You imagine the place would be a stifling pit when the fire is going full blast. A crude leather bellows and a pile of charcoal suggest that much bigger and hotter fires burn here at times.

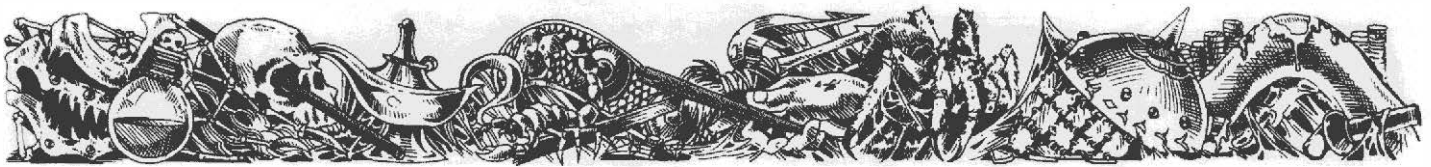
The shelves are crammed with neat piles of tools, weapons, and raw materials. A narrow crack in the room's northwest corner seems to lead to a larger chamber beyond.

The rock is just a flat boulder the raiders dragged in to serve as a hearth and anvil. It bears the marks of many hard impacts upon its scarred surface. The tools are an odd assortment of implements stolen during raids and cobbled together on site, including a *warhammer +1* that the orc smith has been using to hammer metal. The weapons include two more huge spears for the ettins, several dozen swords and axes, and a few bundles of arrows. Two dozen of the arrows are *flight arrows +1*, but the raiders don't know it. The materials mostly consist of odd chunks of metal the raiders have gathered. There are bits and pieces of bronze taken from the tomb's main doors and all sorts of broken weapons and ruined armor captured during raids. The hauberk the ettin in area 4 wears was made here.

The crack in the northwest corner is a result of natural deterioration. If the characters take a peek through the crack, they get a glimpse of area 9. If they have done anything noisy, such as sorting through the pile of metal, they might just see an orc peering back at them (see area 9). The crack is about 3 inches wide and 9 feet tall. A character standing on either side of the crack could fire a bow or crossbow, or cast spells through it.

If the PCs listen carefully, they can hear the orcs in area 9 conversing. If the party hasn't been detected, the orcs are discussing everyday matters, including obeying Osakay's order to keep the place neat:

There seems to be a number of creatures in the chambers beyond. You can hear raspy snoring and all manner of thumping and swishing. It seems that a mild argument is going on.



Night Raiders

If the listener speaks orcish, he can listen in:

"ere now, don't be sweepin' that under Morge's mattress! Throw it in the pit!"

"Pay attention to what ycr doin', shovel face! You missed a spot!"

If the orcs know the PCs are coming, they are fairly quiet, but the PCs might hear one of them muttering about who's going to clean up the mess afterwards.

Alert: Even if unwarned, the orcs in area 9 notice if the party does anything especially noisy (searching through the weapons, etc.) and have a 25% chance per round to notice any activity in the area. See the description of area 9 for their reactions.

9. West Orc Barracks

The raiders have opened up and enlarged this natural chamber; 18 orcs live here, though there are never more than 10 here at any given time (two are on sentry duty outside, two more guard area 9a, and four are patrolling or raiding).

The chamber is crowded, but extremely neat and tidy for a den of orcs. There are 18 canvas mattresses stuffed with dry grass and leaves and 18 large leather sacks that contain the orcs' possessions. Among the sacks, the party can find assorted tools, eating utensils, and clothing (all remarkably clean for orcs' belongings), 268 gp, 477 sp, and ten 25 gp gems.

The cooking fire sheds some dim light in the room. In addition, there are several smoke torches set here and there. Although they shed little in the way of light, they do allow the orcs to light their oil flasks quickly.

If no alarm has been given, half the orcs are asleep, and the rest are awake and going about everyday tasks, such as cooking or tending their equipment. The orcs sleep unarmored.

If the raiders have been alerted, all of the orcs are awake and ready for a fight. One orc keeps an eye on area 8 through the crack, another watches the staircases to the east, and a third orc stands near the staircases and observes area 4. They automatically notice any disturbance in these areas under their view (areas 4, 5, 6, 7, 8, or 10).

Whenever they note something amiss, six orcs grab long bows and spears from the weapon rack and march into the corridor just south of the stairs. They form two ranks of three across, facing either south or

east, depending on where the threat is. The first rank carries bows and spears, and the second rank carries spears only. The archers fire their long bows at any target they can see, but they won't fire into a melee unless only ettins are involved. If the archers are attacked, the spearmen in the rear rank attack while the archers fall back and pick up spears. The rearmed orcs, now in the back rank, can stab with their spears, but at a -2 attack penalty. While the spear hedge is forming, one of the orcs flees down one of the staircases, hoping to lure a PC into one of the slide traps (see area 10). An orc from area 11 deactivates the slide traps momentarily for the running orc. Should their situation become desperate, the orcs will send one unlucky one of their number to open the pits (see area 10) to cover while the survivors retreat downstairs.

While the ranks of archers and spearmen are beginning to form, someone signals the guards at area 9a. The remaining orcs don their armor and keep watch on the corridor. They remain in the room until ordered to leave or until they can hit the PCs from the rear.

Alert: The guards at location 9a can witness events in this chamber, and react immediately (see area 9a). Meanwhile, the orcs in area 11 have a 25% cumulative chance per round to notice any disturbance here, and prepare for the PC's approach.

Orcs (10): AC 6 (studded leather & shield) or 9 (shield); MV 9 (moderate encumbrance) or 12 (no encumbrance); HD 1; hp 6 each; THAC0 19; #AT 1 or 2; Dmg 1d6 or 1d8 (spear or battle axe) or 1d8/1d8 (long bow and sheaf arrow); SZ M (6' tall); ML steady (12); Int average (8); AL LE; XP 15 each; MM/281.

Special Equipment: Two flasks of oil and 20 sheaf arrows each.

9a. Guardpost

The ladder here leads down to area 17. At a signal from area 9, one guard descends the ladder and runs to area 19 to warn Osakay of trouble. The orc does not use the subterranean passage connecting areas 17 and 19, but goes through areas 16, 14, 15, and 18, alerting the residents in those locations. The second guard remains at the top of the ladder. If enemies appear, the orc hurls a flask of flaming oil (lit from a candle kept burning in the niche in the wall), then scrambles down the ladder and tries to yank it down after him.



Night Raiders

Orcs (2): AC 6 (studded leather & shield); MV 9 (moderate encumbrance); HD 1; hp 6 each; THAC0 19; #AT 1 or 2; Dmg 1d8 (battle axe) or 1d8/1d8 (long bow and sheaf arrow); SZ M (6' tall); ML steady (12); Int average (8); AL LE; XP 15 each; MM/281.

Special Equipment: Two flasks of oil and 20 sheaf arrows each.

10. Ups and Downs

A set of three levers here operates the two covered pit traps (10a) and the two stair/slide traps (10b). The levers allowed the tomb's custodians (long since departed) to deactivate the slides so that visitors could enter the lower lever without using the secret doors in areas 5 and 11. Tactical Map D3 shows the area, but the pit traps (see below) are not shown; the DM can use the tactical map to determine exactly where characters are standing when the PCs begin fiddling with the levers and reveal the pit traps only when the PCs (or the orcs) activate them.

The levers have three settings: up, down, and neutral. The levers are in the neutral position when the PCs find them and automatically return to neutral if moved. The levers are stiff; characters who try to move them with the end of the stick or weapon fail. They can be moved with *telekinesis* or an *unseen servant*. Moving the left and right levers up at the same time activates the stair/slides if they are deactivated or deactivates them if activated. (When the PCs arrive, the slides are activated.) Moving any other lever or combination of levers in any direction opens the covers on both pits.

When a pit opens, anyone standing on the cover falls 20 feet onto a bed of spikes. Osakay and its minions have replaced the old corroded spikes with nice, sharp new ones and tipped them with type D poison. Characters falling into the pits suffer 2d6 points of damage from the fall and 5d6 points of damage from the spikes. A successful saving throw vs. breath weapons reduces spike damage to 2d6 points. Any characters hitting the spikes must attempt a save vs. poison. Those who fail their saving throws suffer 30 points of additional damage; those who succeed still suffer 2d6 points of damage. In both cases, the onset time is 1d2 rounds. The pits' covers close immediately after opening, trapping anyone who has fallen inside the pit. The only way to open the covers is to use the levers or a *knock* spell. Even if opened with a spell, the covers close immediately after opening, though they can be wedged open with iron spikes. (If

the party has no spikes, there are several dozen bits of metal in area 8 that will suffice.) If the PCs try to wedge open a pit cover, there is only a one in six chance of the spike falling out.

It is possible to climb out of the pits, but they have smooth, inward-sloping walls that impose a -40% penalty to climb wall attempts. Anyone climbing a pit's walls when the cover opens must save vs. breath weapon or fall back to the bottom of the pit, suffering more damage.

If the slides are activated, the lower flights of stairs collapse into slippery ramps when more than 60 pounds of weight is placed on them. Characters slide 10 feet down the ramps and fall into the small pits at the bases of the stairs on the lower level (10c). These pits are similar to the larger pits on the upper level, but characters falling in from the tops of the slides suffer 3d6 points of damage, plus damage from the poison spikes as noted above. Note that characters trying to climb the stairs also fall into the pits, but suffer only 2d6 points of falling damage.

Alert: Any activity in this area is noticed by the orcs in areas 9 and 11, who in turn notify their comrades in areas 9a and 12 respectively. If anyone slides downstairs (by choice or no), they are subject to immediate attack from the creatures downstairs (see area 14).

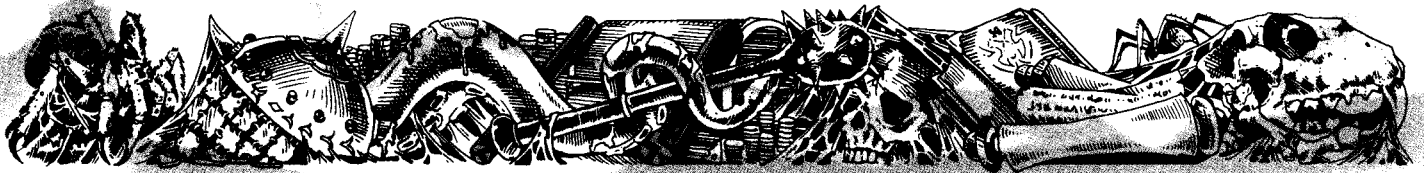
11. East Orc Barracks

Once upon a time this chamber served as the resting place of King Siryl's court wizard, Mitcou. The tomb was plundered long ago, but Mitcou's sarcophagus is still mostly intact. Currently, 24 orcs reside here, but two of them are on sentry duty outside and four more are patrolling or raiding, leaving only 18 orcs here at any given time. The orcs here have the same living arrangements and daily routine as the ones in area 9. Tactical Map D4 shows the chamber.

A cooking fire and an assortment of small torches shed dim light. There are 24 mattresses and 24 bags of gear. The bags hold in sum 271 gp, 486 sp, and thirteen 25 gp gems.

If the raiders were not warned about the PCs, half the orcs here are unarmored and asleep, and the remainder are keeping busy with normal tasks. They have a 25% cumulative chance per round to notice any disturbance in areas 9 or 12; they tend to keep an eye on the neighbors.

If forewarned, all the orcs are awake, keeping a constant watch on areas 9 and 10. They also post two guards in the passage leading to area 12; these guards



Night Raiders

signal the orcs in area 12 to be ready for trouble.

Whenever they notice a disturbance, 10 of the remaining orcs form a double, close-order rank (one rank in front of and one on the dais); they face either south or west, depending on the threat's origin. The extra height from the dais allows both ranks to fire their bows. The remaining orcs line up along the south wall, ready to attack their foes from the flank or rear if they enter the room.

If the threat is from the west, the orcs send one of their number to man the levers at area 10. If one of the orcs from area 9 flees down the stairs, this orc quickly deactivates the slides, then reactivates them again.

Orcs (18): AC 6 (studded leather & shield) or 9 (shield); MV 9 (moderate encumbrance) or 12 (no encumbrance); HD 1; hp 6 each; THAC0 19; #AT 1 or 2; Dmg 1d6 or 1d8 (spear or battle axe) or 1d8/1d8 (long bow and sheaf arrow); SZ M (6' tall); ML steady (12); Int average (8); AL LE; XP 15 each; MM/281.

Special Equipment: Two flasks of oil and 20 sheaf arrows each.

The secret door in the northeast corner is similar to the secret door in area 5. A panel in the base of the sarcophagus (on the east side) opens it when pressed.

Oddly, the empty sarcophagus has more to offer the party than the trigger to the secret door. The stories of Mitcou's most important services to the king are engraved on the surface. Tales describe what advice Mitcou gave Siryl at important moments during his reign and give brief descriptions of the various magical devices the wizard created or identified for the king. The inscriptions include both pictures and writing. The language is the same one used on the tablet above the entrance. If a PC rogue successfully read that inscription, he automatically can read the ones here. Otherwise, the character gets another chance for a successful roll here. The tale that is most interesting to the PCs describes the first segment of the *Rod*. It reads: "... and Mitcou said unto the King, 'Sire, take this wand made from the legacy of the vaati, for it can heal minor wounds. Whenever thou art wounded, simply grasp this ebony stick and think the word "*ruat*" and thy wounds shall diminish.'" This inscription gives both the description of the wand (an ebony stick) and its command word (*ruat*). The picture accompanying this inscription shows a female wizard presenting a wand to an armored man.

It takes a character two turns to read all the inscriptions. It takes at least an hour to copy them all

down. If the characters have enough paper they can take rubbings from the sarcophagus and get copies of all the inscriptions in about five minutes.

Alert: The orcs in areas 9 and 12 have a 25% chance per round to notice any disturbance here.

12. South Orc Barracks

The raiders have tunneled their way into this natural chamber, widening a crack once in the south wall of area 11. They draw their water from the pool in here, and the room serves as a guardpost. Twelve orcs live here permanently, although there are never more than eight here at any given time (two are on sentry duty outside and two are patrolling or raiding).

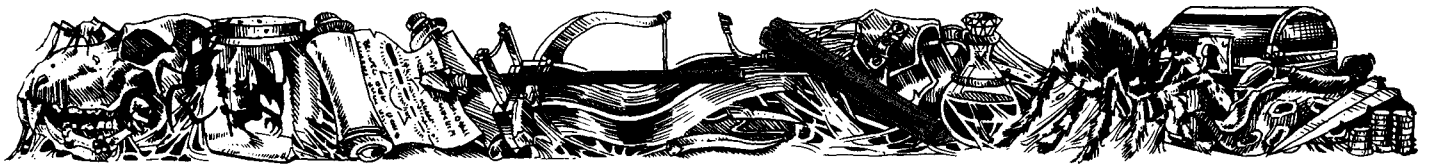
This chamber has the same general appearance as areas 9 and 11, crowded, but very tidy for a place where orcs dwell. In the room are a cooking fire, several small torches, 12 canvas mattresses stuffed with dry grass and leaves, and 12 large leather sacks that contain the orcs' possessions. Among the sacks, the party can find assorted tools, eating utensils, and clothing (all remarkably clean for orcs' belongings), plus 260 gp, 465 sp, and seven 25 gp gems.

The raiders have also erected a timber wall with a sturdy door at the head of the natural staircase to the north. The door keeps the carrion crawlers in area 13 from entering the complex. It is kept barred at all times and has a hatch about 3 inches square at eye level so the orcs can peek at the stairs without opening it.

If the raiders have been alerted, all the orcs in here are awake and ready for a fight. One orc keeps an eye on the stairs through the hatch while the others line up along the southeast wall, with bows and axes at the ready.

If not on alert, half the orcs are asleep; the remainder are awake and engaged in mundane tasks. One orc takes a peek though the hatch every ten minutes. The orcs notice any attempt to force the door and immediately signal the orcs in area 11. The orcs in area 11 then send a runner to area 9, and the orcs there send one of their number to area 19 to warn Osakay.

The pool in this room is about one foot deep. The water is cold, but not deep enough to hinder movement. The pool's bottom, however, is uneven, with lots of ridges and potholes. Characters moving through the pool at more than half speed or fighting while standing in the pool must attempt a Dexterity check every round or trip and fall. The orcs are familiar enough with the water's bottom to be unaffected.



Night Raiders

Alert: The orcs in area 11 have a 25% cumulative chance to notice any disturbance here.

Orcs (8): AC 6 (studded leather & shield) or 9 (shield); MV 9 (moderate encumbrance) or 12 (no encumbrance); HD 1; hp 6 each; THAC0 19; #AT 1 or 2; Dmg 1d8 (battle axe) or 1d8/1d8 (long bow and sheaf arrow); SZ M (6' tall); ML steady (12); Int average (8); AL LE; XP 15 each; MM/281.

Special Equipment: Two flasks of oil and 20 sheaf arrows each.

13. Carrion Crawler Lair

Three carrion crawlers have taken up residence here, feasting on the refuse the raiders throw away and serving as unwitting guards for the lair's secondary entrance. The creatures tend to lie quietly in this chamber during daylight and venture out onto the midden (location 2) at night. They attack any creature they detect, day or night.

In the weeks before the door leading to area 12 was erected, the raiders kept the carrion crawlers out of the complex by hurling their organic trash down the

natural stairs connecting this area with area 12. The upper part of the stairs is still littered with bones and globs of rancid grease. Characters walking on the stairs must attempt Dexterity checks or slip and fall, suffering 1d6 points of damage. The carrion crawlers eagerly investigate the noises a falling character makes. The stairs rise 30 feet from their base in this area to their head near area 12.

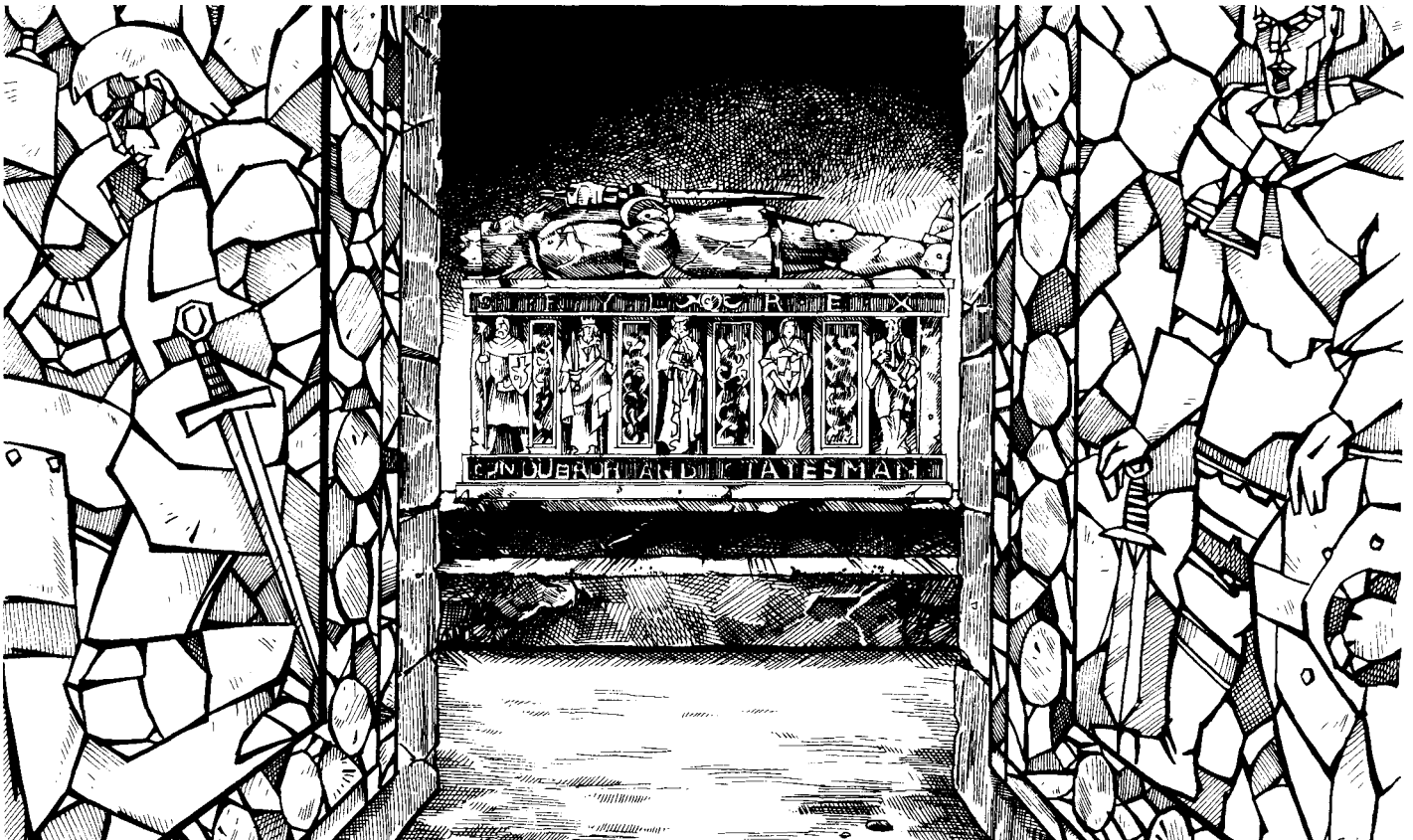
Carrion Crawlers (3): AC 3/7; MV 12; HD 3+1; hp 16 each; THAC0 17; #AT 8 or 1; Dmg none (tentacle) (8) or 1d2 (bite); SA paralyzation; SZ L (9' long); ML special; Int non (0); AL N; XP 420 each; MM/35.

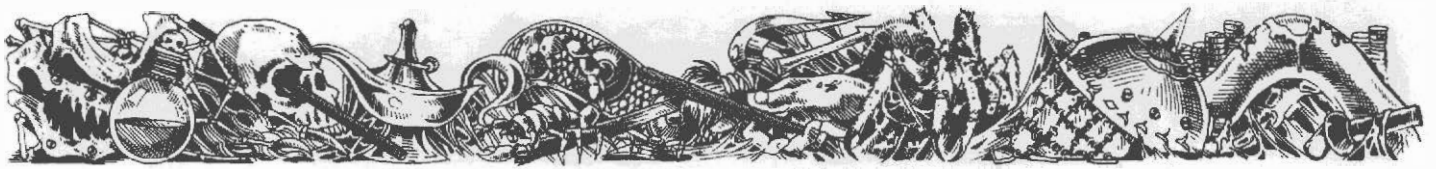
Notes: Tentacle hit causes victim to save vs. paralyzation or be paralyzed for 2d6 turns. Head is armor class 3; body is armor class 7. Will not retreat from combat.

The Lower Level

14. Common Chamber

This room originally served as a kind of museum dedicated to King Siryl's life. Looters hauled away the fine furnishings and sculptures a long time ago.





Night Raiders

Currently, the chamber serves as a lounge for the trolls and ogres. Osakay also uses it as a training area to teach the trolls and ogres the rudiments of tactics and the use of missile weapons.

This vast hall is as bright as day. The light seems to be emerging from eight iron cressets mounted in the north and south walls. The air is damp, but the cressets are even more badly corroded than one would expect. Oddly, all the rust has been scoured away, leaving the metal shiny, but heavily pitted. Two racks filled with carefully maintained weapons stand along the east and west walls. A man-sized scarecrow, badly punctured and slashed, stands just south of the weapon rack on the east wall.

The scarecrow is a practice target the ogres and trolls employ to hone their dagger throwing and archery skills. The ogres and trolls aren't great marksmen, but they hit their target often enough to keep the dummy looking battered.

The cressets hold *continual light* spells. Their decayed but polished condition is due to the corrosive effects of centuries of exposure to damp air and to the *continual light* spells, which slowly consume objects upon which they are cast. Nevertheless, Osakay has ordered its minions to keep the place tidy, so the deteriorating cressets are now well polished.

The two cressets on the west side of the north wall are actually levers that operate the slide traps (10b). Their function is similar to the levers in area 10. Moving both levers up activates or deactivates the slides. Moving either lever singly or moving both levers down opens the covered pit below the levers. This pit is identical to those in area 10a.

At the moment, there are two trolls lounging in this room, along with four ogres. They are recounting with relish the glories of their last raid, sometimes illustrating their exploits on the scarecrow. The idlers tend to ignore anything that is not an obvious attack or a direct order from Osakay. For example, they can hear the commotion if a fight breaks out near area 10, but they don't take any action without orders. Even if the orcs upstairs raise the alarm, they do nothing other than waking their sleeping companions in areas 15 and 17 until they are attacked or receive orders from Osakay.

They gleefully spring into action if anyone falls down one of the slides, however, and they attack anyone trying to escape the pits or rescue comrades

from the pits. They go to area 19 for help only if one of their number is killed.

If the raiders became aware of the party's approach prior to their entrance, these idlers have been ordered upstairs (see area 6), and this area will be empty of occupants.

Alert: Assuming that by now the entire lair has not been aroused or marshaled by Osakay, any loud disturbances in this area (combat, screams, etc.) awaken the trolls sleeping in location 15, who join any melee here after two rounds. The ogres from area 17 join in after three rounds.

Trolls (2): AC 4; MV 12; HD 6+6; hp 36 each; THAC0 13; #AT 3 or 2; Dmg 1d4+4/1d4+4/1d8+4 (claw/claw/bite) or 1d4+8/1d4+8 (thrown daggers + Strength bonus; SD regeneration; SW slashing weapons can sever limbs, fire or acid prevents regeneration; SZ L (9' tall); ML elite (14); Int low (7); AL CE; XP 1,400 each; MM/349.

Notes: Any edged weapon can sever a troll's limb on a roll of a natural 20. Severed limbs continue to fight. A troll regenerates 3 hit points a round, starting the third round after damage is inflicted. A troll cannot regenerate damage inflicted by fire or acid.

Special Equipment: Six daggers each.

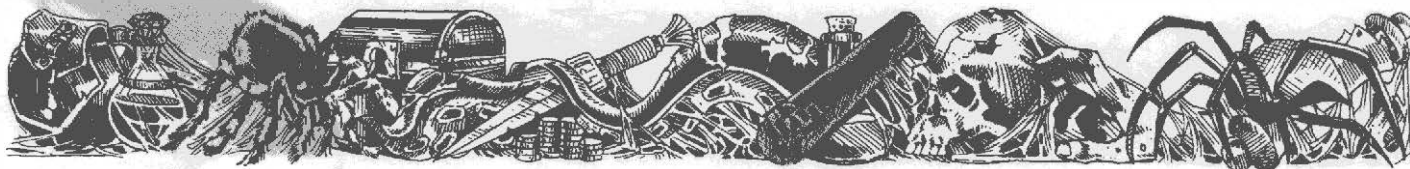
Ogres (4): AC 4 (chain mail); MV 6 (moderate encumbrance); HD 4+1; hp 22, 20, 19, 19; THAC0 17 (15 with Strength bonus); #AT 1 or 2; Dmg 2d4+6 (bardiche + Strength bonus) or 1d8+6/1d8+6 (composite long bow and sheaf arrow + Strength bonus); SZ L (9'+); ML Steady (11); Int Low (7); AL CE; XP 270 each; MM/272.

Special Equipment: One flask of oil and 20 sheaf arrows each.

15. Troll Lairs

At one time, these small rooms were crypts much like the ones described in area 7, including the falling block traps. Looters bypassed the traps long ago and stripped all the crypts. The raiders have placed new wooden pilings under the blocks, as in area 8, and the resident trolls now use the rooms as sleeping chambers. Eight trolls live in the complex, but only five of them are near their lairs at any given time. Two currently lounge in area 14, three more are on duty elsewhere in the complex or out raiding, and the remainder are sleeping in their rooms.

If sleeping, the trolls ignore noises in the complex,



Night Raiders

but they hastily awaken if roused by their comrades or if fighting breaks out in area 14. They will join any fray in area 14 within two rounds.

Each room contains a quantity of twigs and dry grass, all neatly arranged, and two big leather sacks. The sacks contain the trolls' belongings, mostly favorite chewing bones and other trinkets of value only to trolls. Together, the eight sacks contain 1,007 gp, three 50 gp gems, two 100 gp gems, and four 250 gp gems.

Trolls (3): AC 4; MV 12; HD 6+6; hp 36 each; THAC0 13; #AT 3 or 2; Dmg 1d4+4/1d4+4/1d8+4 (claw/claw/bite) or 1d4+8/1d4+8 (thrown daggers + Strength bonus; SD regeneration; SW slashing weapons can sever limbs, fire or acid prevents regeneration; SZ L (9' tall); ML elite (14); Int low (7); AL CE; XP 1,400 each; MM/349.

Notes: Any edged weapon can sever a troll's limb on a roll of a natural 20. Severed limbs continue to fight. A troll regenerates 3 hit points a round, starting the third round after damage is inflicted. A troll cannot regenerate damage inflicted by fire or acid.

Special Equipment: Six daggers each.

16. False Tomb

Light from the north illuminates a wide corridor leading south into a small room. There, an elaborate sarcophagus lies upon a dais at the south wall.

On the walls of the corridor, light is pouring out of two glass panels, creating the impression of a once grandiose shrine. The panel at the left depicts a man in plate mail kneeling at an altar, and on the right an armored figure stands at attention.

A closer look at the sarcophagus reveals elaborate carvings and some sort of inscription. In the room's east end, you can see two large mounds of charred wood, evidently the remains of fires. The east wall of the chamber is blacked with soot, as is the dais, but the sarcophagus is unblemished except for a few scratches on the front and a few chips on the lid. It seems that someone tried to pry it open once, or perhaps more than once.

The inscription on the sarcophagus reads: "Siryl Rex, Conqueror and Statesman," the same inscription found over the main entrance. The sarcophagus holds a coffin, but it is empty and always has been so. The empty monument was intended to distract looters. The deception failed, and looters located the

main tomb (in area 22) and looted it long before now.

Several groups of looters have tried to open the empty sarcophagus. When they did, they discovered to their dismay that it was guarded. The stained glass panels lining the passage leading to this chamber are glass golems. Globes enchanted with *continual light* spells behind the glass panels provide backlighting. The golems activate whenever they or the sarcophagus are disturbed, forcing a surprise check with a +3 penalty. They attack until all their enemies are slain or have fled the lower level.

The raiders have learned to leave the sarcophagus alone. Osakay has discerned that there is no body inside, and assumes (correctly) that there is no treasure, either.

The piles of charred wood are the remains of fires. The ogres from area 17 do their cooking here. Their chamber is too crowded to allow for proper cooking fires, and the trolls object if the ogres try to light fires in area 14.

Golem, Glass (2): AC 4; MV 12; HD 9; hp 40 each; THAC0 11; #AT 1; Dmg 2d12; SA surprise at -3, *prismatic spray*, SD harmed only by +2 or better magical weapons, immune to poison and mind-affecting magic, regeneration; SW blunt weapons inflict double damage, *shatter* spell; SZ M (6' tall); ML fearless (20); Int non (0); AL N; XP 5000 each; MM/169.

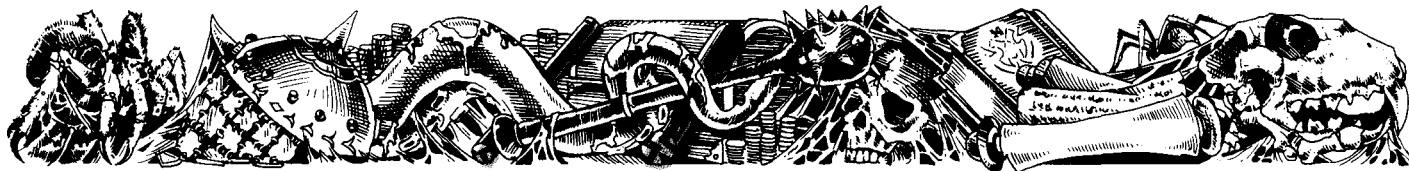
Notes: Once every three rounds, can unleash a *prismatic spray* that fans out in all directions with a 25-foot range. Regenerates 1 hit point per round while in bright light (or within the area of effect of their *continual light* spells).

A *shatter* spell weakens the golem. All subsequent attacks have a percentage chance equal to twice the damage inflicted of instantly slaying the golem.

17. Ogre Lair

This living chamber is similar to areas 9 and 12, except that it isn't quite as neat, and the mattresses are larger and much dirtier. Fourteen ogres live here, but four are always out patrolling or raiding, and one is always busy with an odd job somewhere in the complex (such as washing in area 6). Another four are killing time in area 14. The remaining ogres are here, dozing, eating, or doing odd tasks. Half of them are asleep, but they remain clad in their chain mail.

Like everyone else living here (except Osakay), the ogres keep their belongings in leather sacks. The 14 sacks in this room contain a total of 807 gp, 1,411 sp,



Night Raiders

and twenty-three 50 gp gems. When an ogre leaves this room, it throws its sack down the sinkhole in the south end, hoping that it will be harder to find if enemies break in.

The sinkhole is about 10 feet wide and 20 feet deep. The ogres climb into and out of it easily due to their bulk, but man-sized and smaller creatures have to climb the smooth rock face or use a rope. A subterranean passage at the bottom of the sinkhole leads northwest to area 19.

Ogres (5): AC 4 (chain mail); MV 6 (moderate encumbrance); HD 4+1; hp 22, 20, 19, 19; THAC0 17 (15 with Strength bonus); #AT 1 or 2; Dmg 2d4+6 (bardiche + Strength bonus) or 1d8+6/1d8+6 (composite long bow and sheaf arrow + Strength bonus); SZ L (9'+); ML Steady (11); Int Low (7); AL CE; XP 270 each; MM/272.

Special Equipment: One flask of oil and 20 sheaf arrows each.

18. West Lower Guardpost

A troll is always on guard here, very alert because Osakay's chamber lies behind the north door. The trolls aren't particularly loyal, but they fear the naga and its fire magic.

The troll automatically notices if the secret door at the top of the stairs opens. However, if the raiders have had no advance warning of the PCs' approach and the troll does not hear or see anyone come through (either because nobody does come through or whoever does is invisible and very quiet or silent), there is a 50% chance that the troll does nothing. Otherwise, it quietly opens the north door, warns Osakay, and prepares to hurl its daggers at the first opponent it senses. If its suspicions are aroused, the troll can attempt a saving throw to detect any invisible opponents nearby (see the description for the *invisibility* spell in the *PHB*), with +4 bonus due to its superior sense of smell. The troll fights to the death.

If the lair has had advance warning of the PCs approach (from fleeing raiders, etc.), the door to Osakay's chamber (area 19) will be ajar, and the naga will be ready for trouble.

Troll: AC 4; MV 12; HD 6+6; hp 36 each; THAC0 13; #AT 3 or 2; Dmg 1d4+4/1d4+4/1d8+4 or 1d4+8/1d4+8 (thrown daggers + Strength bonus); SD regeneration; SW slashing weapons can sever limbs, fire or acid prevents regeneration; SZ L (9' tall); ML

elite (14); Int low (7); AL CE; XP 1,400 each; MM/349.

Notes: Any edged weapon can sever a troll's limb on a roll of a natural 20. Severed limbs continue to fight. A troll regenerates 3 hit points a round, starting the third round after damage is inflicted. A troll cannot regenerate damage inflicted by fire or acid.

Special Equipment: Six daggers.

19. Naga Lair

This chamber originally served as a bedchamber for the priest who tended the chapel (area 5). Due to a cleverly designed ventilation system, there is a fresh, gentle breeze through here that feels cool in summer and warm in winter. Over the years, the shaft that brought the breeze into the room collapsed, forming the sinkhole and subterranean passage that lead to area 17. The breeze still blows, however.

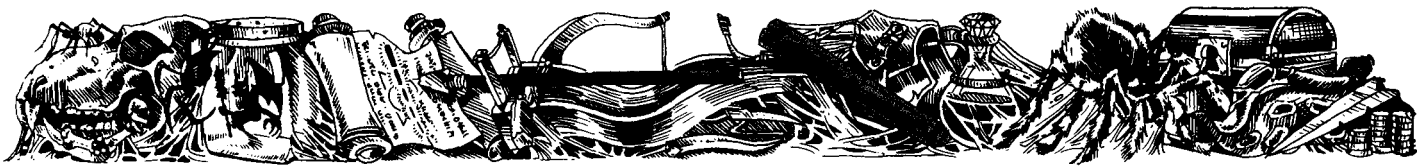
The levers on the east wall operate the water trap in area 22. The levers cannot deactivate the trap, but they can trigger it remotely. Moving either lever up floods area 22. Moving either lever down or moving the levers in opposite directions opens the pit trap below the levers. Moving both levers down simultaneously opens the metal shutters in areas 20, 21, and 22, but does not stop the water if area 22 is flooding.

The pit is just like the ones in area 10a; Osakay's long body allows it to operate these levers and those in areas 10a and 14 without fear of falling into the pits.

Osakay lurks in this area most of the time, curled up on a huge feather bed its raiders brought back from a settler's cabin. It seldom leaves the room for long.

If Osakay has advance warning of the PCs' approach, it makes sure its minions are awake and ready for a fight. The orcs upstairs know enough to insure that the naga is made aware, but most of the larger creatures are more willing to fight and forget the consequences. If, however, the PCs pursue a fleeing troll or ogre back to the lair, this act of stupidity (leading enemies directly to its lair) infuriates the naga, and the informant is unceremoniously dumped into the pit and left to die.

When the naga learns that the PCs have entered the lair, it tries to arrange a counterattack on the party. It gathers the ogres and trolls from areas 15 and 17 into area 14, along with any orcs that have survived the party's initial assault. Then it casts a *haste* spell on itself and five of the trolls and tries to catch the PCs in a pincer movement. For example, if the PCs are fighting near area 10, Osakay sends the *hasted* trolls up through area 5 and down the **main corridor** toward



Night Raiders

the fray. Meanwhile, it deactivates the slide traps and sends four ogres up both staircases leading out of area 14. It then sends the remaining trolls and ogres through area 20 and up the stairs leading to area 11, where they can charge into the fray. The intention is to hit the PCs from all sides at once. If it can't gather its forces in area 14, Osakay calls them to area 18 instead. If necessary, it uses its *hold portal* spell to bottle up the PCs until the attack is prepared.

After dispatching the troops, Osakay casts *shield* and *fly* on itself and joins the *hasted* trolls. When attacking, the naga avoids melee, casting one spell each round. The *haste* spell allows a second action. If trolls are still alive, it spits out a *bead of force* as its second action. If the PCs torch the troll, Osakay switches to its *fire breath* potions.

The naga carries its magical items, including the *Rod* segment, in a baglike internal organ. When it needs an item, it expels it into its mouth and then either spits it out or activates it. Osakay carries its potions in thin bladders; when it wants to drink one, it expels the bladder into its mouth, then bites down on it.

If the PCs kill the naga and cut it open, they find the first part of the *Rod* inside, along with any other magical items that Osakay has not expended. When running the battle with Osakay, be sure to describe the naga's strange way of using magical items, because this is an important clue about where the party has to look for the *Rod*. If badly damaged (reduced to 15 hit points or less), Osakay tries to withdraw and use the *Rod's cure light wounds* power. If the naga escapes, it lurks in the tomb, hoping to catch the PCs in area 22 and flood it.

Osakay (Naga, Dark): AC 6; MV 13; HD 9; hp 46; THAC0 11; #AT 2; Dmg 1d4/2d4 (bite/sting); SA poison, *ESP*; SD immune to acid and poison, +2 saving throw bonus vs. enchantment/charm spells, immune to *ESP* and all other forms of mind probing, casts spells as a 6th-level wizard; SZ L (12' long); ML champion (15); Int exceptional (16); AL LE; XP 4,000; MM/267.

Notes: Can bite and sting the same opponent or two different opponents. Sting causes a save vs. poison or suffer 1d2 points of additional damage and a drugged sleep lasting 2d4 rounds (onset time 1 round). *ESP* power can be used at will and has an 80-foot range. Can sting and cast a spell simultaneously. Divination effects cannot detect items it carries internally.

Personality: Manipulative, greedy.

Spells (4/2/2): 1st—*hold portal*, *magic missile* (x2),

shield; 2nd—*stinking cloud*, *web*; 3rd—*fly*, *haste*.

Special Equipment: 2 *potions of extra-healing*, 3 *potions of fire breath*, 5 *small beads of force*, first segment of the *Rod of Seven Parts*.

DM Note: Osakay's small *beads of force* explode in a 5-foot radius, not the standard 10-foot radius. The blast inflicts the standard 5d4 points of damage and requires creatures within the radius to attempt saving throws vs. spells or be encapsulated in a bubble of force that is identical to a *wall of force* spell except that its duration is 3d4 rounds. Once formed, the force bubbles cannot be moved, although can they be destroyed in the same manner as a *wall of force* can. Creatures of size huge or greater cannot be trapped in a force bubble; they prevent the bubble from forming, but the blast still occurs.

When used in a 10-foot corridor, a force bubble blocks most of the space, but leaves about a 2-foot gap at the corners. Tiny and small creatures can wiggle through the gap, and enterprising PCs can fire missiles or spells through them. The 10-foot corridors in the tomb are 20 feet high, leaving a substantial gap above the bubble.

In a 5-foot corridor, a bubble completely fills the passage. Its outer surface conforms to the passage's walls, leaving no gaps. Osakay is loath to use its *beads of force* in such narrow spaces unless it is trying to escape from the PCs. Should escape be the better part of valor (if, for example, the party has managed to move through the entire ruins with stealth), Osakay will attempt to trap the party between two force walls and make good its exit.

20. East Lower Guardpost

The doors leading into this room are locked. The room is lined with lead and iron sheeting that defeats *passwall* spells and all forms of scrying.

One troll always is on guard here. If the PCs force the doors or pick the locks, the troll hears the activity and cannot be surprised.

The south doorway is fitted with a pair of sliding bronze shutters, one on each side of the door. They slam down if the water trap in area 22 is triggered. Although the shutters are part of the water trap, a *find traps* spell won't reveal them because they are inactive until the PCs enter area 22. A *true seeing* spell, a successful search for secret doors, or a successful check for sliding walls does spot them. Once down, the shutters cannot be opened with *knock* spells, though they can be lifted with a successful

AT THE SIGN OF THE GOLDEN COCKATRICE

Rance Norve, a sometime adventurer, obtained the first segment of the *Rod* after his party overlooked it. Rance is dimly aware of the *Rod's* true power. He is also highly conscious of its dangers and is not enthused about having it.

Unfortunately for Rance, the Queen of Chaos and her servants are already looking for the segment and, barring intervention by the PCs, Rance is doomed to a violent death. Currently, Rance is wasting his time and money gambling at the *Golden Cockatrice*, a festhall described below. The *Golden Cockatrice* can be placed in any large city. It is best if the PCs come upon Rance while engaged in some other activity. A few suggestions follow:

- The party hears a tale about a saloon that features talking cockatrices.
- The party encounters a crier touting the many virtues of the *Golden Cockatrice*. After giving his speech, the crier approaches a PC and gives the character a wooden token that bears the words: "Good for a two-silver-piece Dragonfire wager at the *Golden Cockatrice*."
- The party is hired to keep a lookout for cheaters at an establishment called the *Golden Cockatrice*.
- The party stops to visit the ostentatious festhall while pursuing unrelated ventures.

This short adventure is organized into two sections. The first part contains descriptions of the locations in and about the *Golden Cockatrice*. In the second half are details of events which challenge the PCs, including their initial entrance and the final conflict with the queen's minions.

The Golden Cockatrice

The *Golden Cockatrice* is a posh festhall that caters to adventurers, rakes, and other pleasure seekers with plenty of money to spend. The hall stands on a busy thoroughfare, and other businesses line the street. There is a cheap inn directly across the road to the north and a stable behind the festhall to the south. Map A1 shows the festhall and the surrounding neighborhood.

Heavy traffic has packed the main street's red clay surface smooth and hard. The back streets surrounding the hall, however, are narrow and muddy. The

twisting alleys are crammed with tenements and one-room hovels. The *Golden Cockatrice*, with its tiled roof and stately colonnade, is easily the most impressive building on the block.

The hall opens for business in the late afternoon and does not close until after dawn.

1. Entrance

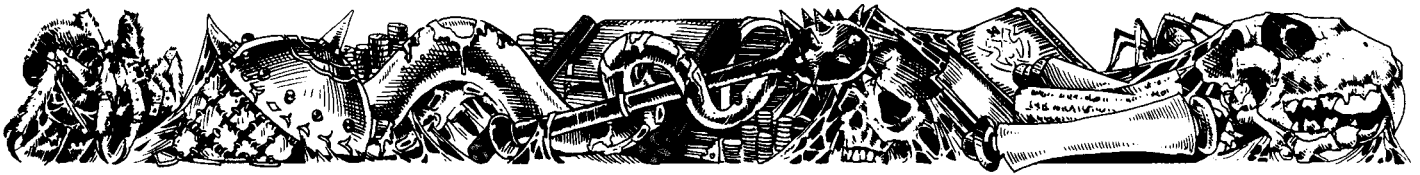
A larger-than-life sized wooden statue of a cockatrice stands on a 3-foot pedestal in front of the main doors. When the PCs arrive, a big, yellow dog is sitting at the base of the statue. It stands up and wags its tail when they approach. If the PCs pet it, the dog capers about gaily. The dog is actually a hound of law. The vaati have noticed the queen's interest in the festhall, and have set the hound here to keep an eye on things.

The hound looks healthy, if a bit dirty. It refuses any handouts the PCs offer it. The PCs can speak with it using a *speak with animals* or *tongues* spell. If questioned, the hound pretends to be a mere dog. It claims to be sitting here because it likes to watch people come and go. It warns the PCs that the doorman is mean, and smells funny, too. If the PCs realize the dog is more than it seems and challenge its disguise, the hound admits that it has gotten a whiff of trouble brewing and is here to lend a hand if necessary.

Hound of Law: AC -6 or 0 in dog form; MV Fl 18 (A) or 15 in dog form; HD 8+2; hp 41; THAC0 13; #AT 0 or 1 in dog form; Dmg nil or 2d4+2 (bite) in dog form; SA -5 to opponents' surprise rolls, become astral, ethereal, or invisible at will, tracking, +1 attack roll bonus vs. chaotic creatures; SD +1 to own surprise rolls, detect invisible creatures 50% of the time, chaotic creatures suffer -1 attack penalty and a -1 penalty to each die of damage, spell immunity; MR 30%; SZ T (1' tall) or M in dog form; ML fearless (19); Int average (10); AL LN; XP nil; See **Book IV**, page 3.

Notes: Base tracking score is 16; ignores vision-based penalties. Can follow a creature that is flying or has teleported if it succeeds with a tracking roll at a -2 penalty (the only other penalties that apply are those from the trail's age).

Immune to all spells except *protection from evil*, *magic missile*, and *maze*.



At the Sign of the Golden Cockatrice

2. Main Doors

A pair of stout oak doors with amber-colored windows usually stand open during business hours. A pair of burly attendants are always on hand to greet customers cheerfully and to keep undesirables from entering; they also serve as bouncers in the unlikely event that there is trouble the bartenders cannot handle (see area 4).

During inclement weather, the doors are closed, but the attendants open them whenever a customer approaches. If the PCs stop to pet the dog, one attendant shoos it away while the other greets the visitors.

If the PCs visit the *Golden Cockatrice* after dark, one of the two attendants is Traven, a polymorphed lycosidilith. The fiend is on the lookout for parts of the *Rod*. It doesn't know how well it has succeeded.

Traven (Tanar'ri, Spyder-Fiend, Lycosidilith): AC 10 (no armor in polymorphed form) or -4; MV 12 or 18, Wb 15, Cl 9; HD 10+6; hp 51; THAC0 9 (8 with *short sword* +1); #AT 2 or 3; Dmg 1d6+7/1d6+7 (*short sword* +1) or 2d4/1d6+7/1d6+7 (*short sword* +1/bite); SA spell-like abilities at 10th level, poison, gating, webs; SD webs, affected only by +2 or better weapons, immunities, invisibility detection (50-foot radius); SW suffer full damage from iron weapons and half damage from silver weapons, susceptible to holy water; MR 60%; SZ M (5' 6" tall) or L (8' long); ML champion (15); Int exceptional (16); AL CE; XP 22,000; See **Book IV**, page 7.

Notes: Spell-like abilities: at will—*darkness* 15' radius, *teleport without error*, *cause fear* (in a single creature by touch), *invisibility*, *telekinesis*; three times a day—*forget*, *mirror image*, *polymorph self*; always active—*infravision* (90-foot range).

Poison has an onset time of 1d3 rounds. If the opponent fails a save vs. poison he falls into a stupor and cannot move, think, or act. The opponent can attempt a Constitution check every 2d6 hours to recover. Even if the save succeeds, the opponent develops a festering sore after 2d8 hours and loses one hit point and one additional hit point each day until he receives a *neutralize poison* spell. The opponent also suffers a -3 penalty to Dexterity for 2d6 rounds.

Gate ability works three times a day with a 60% chance of success; it summons 2d10 kakkuu, 1d8 spithriku, 1d4 phisarazu, or 1 lycosidilith.

Web abilities: at will—shoot web up to 30 yards to provide a strand for movement or to prevent a fall,

create a sticky glob that can be swung in a line 5 to 15 feet long and sticks to the first creature that fails a save vs. breath weapon, wrap helpless or unconscious creatures, *entangle* effect in a 10'x 50'x 20' cone (range 0), or fire a lightweight ball that extends the range of the *fear* ability to 30 yards; every two rounds—*glitterdust* effect (range 40 yards); every three rounds—*web* effect (range 50 yards). All webs have only a 50% chance to burn if attacked with fire. Can use a web ability while attacking physically but not while using a spell-like ability.

Immune to electricity, nonmagical fire, poison, and webs. Half damage from cold, magical fire, and gas.

Invisibility detection is always active but nonmagical: cannot be foiled by *nondetection* spells and effects that block divination magic.

Holy water inflicts 1d6+1 points of damage.

Personality: Smooth, curious, audacious.

Special Equipment: Two *short swords* +1.

Attendant hm F7: AC 7 (studded leather armor); MV 12; hp 43; THAC0 15 (13 with Strength bonus); #AT 3/2; Dmg 1d6+4 (short sword + Strength bonus) or pummel; SZ M (5' 9" tall); ML steady (11); AL N; XP nil.

S 18/89, D 10, C 16, I 13, W 10, Ch 12.

3. Foyer

On nights when the *Golden Cockatrice* is busy, this area is alive with music and dancing. A tall screen blocks drafts from the door and keeps passersby from seeing inside, though sound filters out.

During quieter periods, customers gravitate to seats near the fireplaces or tables near the bars.

A smaller screen blocks drafts from the courtyard. The north side of this screen usually is festooned with notices of all kinds. Patrons use the screen to post personal messages, advertisements, and the like. Official announcements from the government are also posted here. Illiterate patrons can usually find a hall employee or fellow customer to read the notices aloud.

4. Bars

The bulk of the *Golden Cockatrice's* patrons gather in these two areas. Most nights, the bartenders Frane and Vaja, fraternal twins, are on duty. They share golden hair, bright blue eyes, and muscular builds. Vaja is a little shorter than her brother, Frane, but they otherwise look alike. Both are attractive, slow to



anger, and quick to laugh. Both brother and sister enjoy a good brawl and won't hesitate to leap the bar and help subdue a troublemaker. If a general brawl erupts (see Event 7), the bartenders use their magical items to incapacitate the most dangerous-looking offenders first.

When the PCs enter, Frane is tending bar next to area 3 and Vaja is tending bar near area 6.

Frane and Vaja, hm & hf F6: AC 8 (Dexterity bonus); MV 12; hp 6 each; THAC0 15 (14 with Strength bonus, 13 with specialized club); #AT 3/2 or 1; Dmg 2d4+5 (great club) or pummel; SZ M (6' 2" & 5' 9" tall); ML steady (11); AL NG; XP Nil.

Notes: Clubs are most often used to subdue. Specialized with great club.

S 18/22, D 16, C 16, I 10, W 9, Ch 14.

Personality: Outgoing, helpful, cheerful.

Special Equipment: gem of brightness (40 charges) (Frane), wand of size alteration (68 charges) (Vaja).

5. Courtyard

When weather permits, this area is open to the public. It offers a quiet place to sit and bask in the

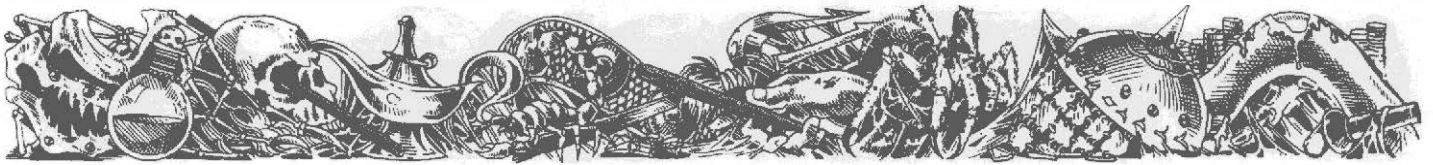
sunshine. The courtyard's chief attractions, however, are the covered well and the coop.

The well is a cylinder of cunningly laid stones about 3 feet high topped with a windlass and a slate roof. Flecks of mica in the stones make even the palest beam of light break up in a spray of motes that dance and dazzle the eye.

The coop is a weighty structure of thick timbers reinforced with wrought iron. Four bad-tempered cockatrices live inside. They are the hall's mascots, and the management and patrons do not look kindly on visitors who harass them. An incredibly lifelike statue of a jolly looking man stands next to the coop. The figure is hunched over and has one finger stuck through the coop's bars. The man is a drunken patron who took a dare and poked a finger in the coop. The hall's owners have left him there as a warning.

Cockatrices (4): AC 6; MV 6, Fl 18 (C); HD 5; hp 29, 22, 20, 19; THAC0 15; #AT 1; Dmg 1d3 (bite) SA petrification; SD cannot be petrified by another cockatrice; SZ S (3' tall); ML steady (11); Int animal (1); AL N; XP 650 each; MM/45.

Notes: Melee hits cause opponent to save vs. petrification or be turned to stone.



At the Sign of the Golden Cockatrice

6. Gambling Pit

The tables here are reserved exclusively for gambling. The most popular game is Dragonfire, a tile game described in **Book III**. The management always keeps a covert watch over this area, looking for pickpockets and cheaters. It is possible for the PCs to be hired for this purpose; see the **Events** section for details.

7. Kitchen

This room bustles with activity whenever the hall is open for business. In cool weather, the kitchen is cozy, warm, and filled with delicious smells. In warmer weather, the room still smells good but is intolerably hot. Supplies for the kitchen are kept in the pantry (area 7a) and the buttery (area 7b).

The staff here doesn't appreciate visits from patrons unless the customer has a silver tongue and lots of kind words for the cook. If a character bursts into the room, the workers assume there is a brawl in progress and scurry for cover. If an interloper doesn't leave immediately, he is subjected to a hail of missile fire in the form of cleavers, hot soup, and plates of leftovers.

Kitchen Staff, hm & hf F0 (8): AC 10; MV 12; HD 1; hp 4 each; THAC0 20; #AT 1; Dmg 1d4 (knife or cleaver), 1d3 (bowl of soup) or 1d2 (plate of leftovers); SA blinding, slipping; SZ M; ML unsteady (7); Int average (9); AL N; XP Nil.

Notes: Successful hit with a bowl of soup causes save vs. paralyzation or blindness for 1d3 rounds (hot soup in the eyes). Hit with a plate of leftovers causes save vs. breath weapon or knockdown (slipped on grease or fruit peel). Unless knives are used, damage is considered subdual.

8. Privies

These two small structures are kept for the patrons' comfort and convenience. They're drafty in winter and uncomfortably pungent in summer, but they allow reasonable privacy. An attendant is always on hand to see to it that patrons are not harassed while using the privies.

Attendant hm F7: AC 4 (studded leather armor and Dexterity bonus); MV 12; hp 34; THAC0 14 (13 with Strength bonus); #AT 3/2; Dmg 1d6+3 (short

sword + Strength bonus) or pummel; SZ M (5' 9" tall); ML steady (11); AL N; XP nil.

S 18/18, D 17, C 14, I 9, W 12, Ch 8.

Events

Any or all of the following incidents might occur while the PCs are visiting the *Golden Cockatrice*. Begin with Event 1, then use the remaining events in any order you wish. (Events 6 and 8 provide the main action.) If the PCs have been hired to watch for cheating, they are directed to speak to Vaja; see Event 5 for details.

Event 1: Arrival

The boxed text assumes the party enters through the main doors. If the party enters through the back door, alter the text accordingly.

The festhall's interior is huge, shadowy, and a bit drafty. The air is sweet with the tang of strong beer and fresh bread. "Have a seat anywhere," says the attendant at the door. "There's plenty of space at the bar. The courtyard is open today too; just walk through those doors there. I trust you know enough to stay clear of the birds."

The room where you are standing is at least 100 feet long, and about as wide. There are dozens of tables, but only the corner ones are currently occupied. The customers seem to be relaxing locals. They give you a cursory glance and return to their conversations. The bar which the attendant mentioned is made from undressed stones mortared together like a wall in a field. The top seems to be made from huge logs sawed into rough planks and laid atop the stones with the bark still on. The whole affair is about 4 feet high. A foot-high dais at one end would give shorter customers a step up, but there are only a few humans standing at the bar now.

The barkeep, a blond giant of a man with fists as big as the mugs of ale he is serving catches your eye and gives you a brilliant smile.

The only other person you take note of in the place is a lithe elf woman carrying a longbow and a quiver full of arrows. Her back is turned to you, and she seems to be intently studying some notes and handbills tacked to a screen near the courtyard door.

The elf woman is Lynnya, a ranger/mage who is seeking employment. If the PCs speak to her, she



At the Sign of the Golden Cockatrice

immediately asks if they read *Common*; Lynnya reads only elvish and is having considerable difficulty deciphering the notices. Today's notices are an uninspiring mishmash of commercial advertisements and personal messages. None pique her interest.

If the PCs ask Lynnya about herself, she says she's a tracker and sometime mage looking for an adventuring group to join or for long-term employment with an experienced character. Striking up a conversation with Lynnya, the PCs might discover the following additional information:

- Until recently, she was part of a group of novice adventurers who didn't have much success. A disastrous encounter with a giant slug broke up the group.
- She knows a thing or two about tracking and about fighting giants, though she has never faced a giant in single combat.
- She prefers practical, but not necessarily flashy, magic.
- If joining a group for an adventure or a short series of adventures, she expects an equal share of the proceeds. (Clever groups can bargain and convince her to agree to a half share.)
- For long term service, Lynnya expects 50 gp a month, access to new spells for her spellbooks, and at least 10% of what her employer earns during an adventure in which she takes part. She is not interested in a job that would keep her in a city for a long time.

Lynnya would be happy to join the PCs for the evening, if they pay (she is broke). If the party offers her employment, she does not accept immediately, wishing to study the PCs first. She won't join a party with evil characters in it (she has no way to detect alignments, but she has enough common sense to spot nasty people when she meets them), nor will she join a group that expects to face a dragon or high-level spellcaster (she knows that one *fireball* could kill her).

Lynnya, elf, R5/M5: AC 3 (elven chain mail and Dexterity bonus); MV 12 (lightly encumbered); hp 30; THAC0 16 (15 when employing missiles); #AT 2;

Dmg 1d6/1d4 (short sword and dagger) or 1d6/1d6 (short bow and flight arrows); SA ranger abilities, spells, elf abilities; SD 90% resistance to *sleep* and *charm* spells; SZ M (5' 2" tall); ML elite (14); AL LG; XP Nil.

Notes: Can influence natural animals (save vs. rods at a -1 penalty negates), track with a base score 15, and receives a +4 attack bonus and a -4 reaction penalty vs. giants. Can use two-weapon style without penalty.

S 15, D 16, C 15, I 15, W 14, Ch 12.

Personality: Cautious, perceptive, practical.

Spells (4/2/1): 1st—*sleep* (x2), *feather fall*, *magic missile*; 2nd—*web*, *invisibility*; 3rd—*haste*.

Ranger Abilities: MS 35%, HS 31% (armor adjustment included).

Event 2: This is Your Lucky Day, Honest

This event can occur anytime after the PCs have settled down to chat or to enjoy some refreshments.

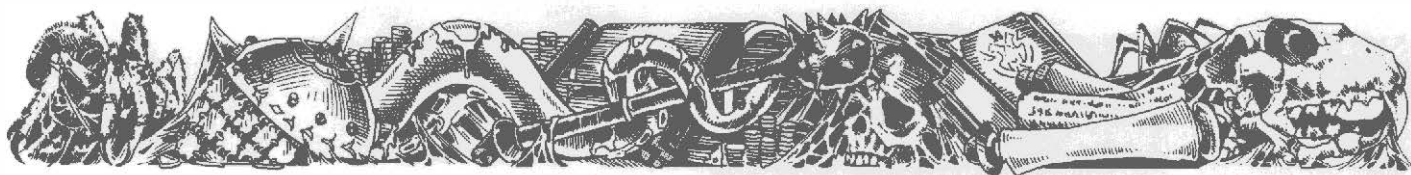
The hall has filled up a bit since you got here, and a low buzz of conversation fills the room. The aroma of roasting meat wafts from the kitchen. Hearty laughter erupts from a neighboring table and a dandyish looking half-elf pauses to share some joke as he passes by. The fellow walks briskly past your table and gives you a smile.

"Hey, is that your copper piece?" he asks, pointing to a shiny coin on the floor.

If the PCs don't claim the copper piece, the half-elf, a local thief named Tailleur, scoops it up with a flourish and uses the distraction to cut the nearest PC's purse. If a PC takes the copper, Tailleur cuts that character's purse. Roll the attempt normally. For purposes of this event, Tailleur automatically gets the PC's purse, belt pouch, or other similar container with a successful roll. (If the PC in question doesn't have anything resembling a purse, Tailleur chooses another subject.)

If the roll fails, Tailleur still gets the purse, but at least one PC sees him take it. If the PCs are particularly suspicious, there is a 25% penalty to the roll.

If caught, Tailleur remains perfectly calm. He insists that he had no desire to steal anything, but was merely demonstrating a new product:



At the Sign of the Golden Cockatrice

"Yes, sir (or ma'am), you clearly need one of Tailleir's improved security pouches. And I'm pleased to announce that you qualify for a substantial discount! This feather proves it." The half-elf produces a long white feather, presumably from the purse.

"Yessir, this is your lucky day. You see, not only was your old purse unsecured, it was disorganized! I mean, how could you find anything in here?" With a flick of his wrist the cutpurse dumps the pouch out, scattering its contents over the table top. Several onlookers chuckle as the coins and sundries tumble out and roll to a stop. Everybody seems to be looking your way.

Tailleir is an accomplished pickpocket who has the good sense not to prey on the locals. On those rare occasions when he is caught, he does not fight or flee, but tries to bluff his way out. The patrons at the *Golden Cockatrice* find his dishonorable antics amusing.

If the PCs don't chase him away from their table, Tailleir continues his act:

"Allow me to demonstrate our latest model. It has loops reinforced with wire to prevent cutting and four—no, five—in-ternal pockets to keep everything sorted nicely. Our sample here contains a few coins in one compartment, a vial of water, flint..."

Another voice cuts in: "Hey, that's my purse!"

"Tut tut, good man, one customer at a time; this gentleman is ahead of you. And please do something about that broken belt of yours, your breeches are falling down."

The man's breeches are indeed falling down. Tailleir cut his belt to get the pouch he is showing to the PCs. The man gathers up his drooping pants and exits the hall amid gales of laughter.

- "Stealing? Why sir, that's what I'm in business to prevent!"
- "Our normal price is 2 gold pieces, but for you—" (looking at the coins on the table), "17 silver!"
- "Okay, how about a two for one deal? My associates deliver in three weeks; just pay me now."

If the PCs attack or call for the watch, the crowd rallies to Tailleir's aid. Tailleir never picks on anyone who can't afford to lose a few coins, and he is generous with his ill-gotten gains. That and his wit keep the petty pickpocket popular. Tailleir uses his tumbling skill to evade the PCs while several patrons "accidentally" block the PCs. (See Event 7 for details). If the PCs protest, the management buys the party a round of drinks and promises to recover the stolen purse by morning (which they do).

If the PCs voice righteous anger, they can force a fine of 15 gp from Tailleir, which is all he can afford. If the PCs simply demand their purse back, they get it. If they also return the purse stolen from the other patron, award the group an experience bonus.

Tailleir, hem T5: AC 6 (leather armor and Dexterity bonus) or 2 (when tumbling); MV 12; hp 21; THAC0 18 (16 with missiles due to Dexterity adjustment); #AT 1 or 2; Dmg 1d6 (short sword) or 1d4/1d4 (daggers); SA backstab for triple damage, thief abilities; SD 30% resistance to *sleep* and *charm*, tumbling; SZ M (5' 3" tall); ML elite (13); AL N (CG); XP 650.

Notes: Tumbling proficiency (base score 17); if used successfully when not attacking, armor class improves by 4.

S 11, D 17, C 9, I 15, W 10, Ch 15.

Personality: Smooth, troublesome.

Thief Abilities: PP 75, OL 35, F/RT 35, MS 30, HS 30, DN 30, CW 75, RL 30.

Special Equipment: 6 daggers, short sword, thief's tools.

Event 3: Talking Cockatrice

If the PCs scrutinize the cockatrices in the courtyard, a gnome illusionist seated at one of the tables can't resist having a little fun with a *ventriloquism* spell:

A low, stout enclosure made from whitewashed timbers and wrought iron bars stands at the south end of the courtyard, surrounded by a neatly trimmed rectangle of lawn. There are four large fowl inside. They look to be hens, and the cage reeks with the odor of live poultry. The hens' long tails and wicked eyes, however, suggest something sinister. An astonishingly lifelike statue of a drunken man poking his finger through the bars indicates that these particular fowl might best be left alone.



One particularly sleek looking hen stares back at you. "Polly wants a cracker," she says in a falsetto tone. "Actually, Polly wants outta here, but I'll settle for a cracker or anything other than the chicken feed I usually get around here."

The cockatrice is a particularly aggressive specimen that stares at anyone who comes too close. Cicer, the illusionist, chose it to make his prank a little more believable. Anyone examining the cockatrice closely when it is speaking can tell it isn't doing the talking. A quick look around the courtyard reveals several people staring at the party. The gnomes are not staring at the party; they seem to be chatting among themselves. If the PCs strike up a conversation with the cockatrice, the gnome offers the following:

- "Yeah, I'm actually an enchanted princess. All I need is a kiss from a prince, but don't worry, you'll do. You're so tall."
- "Princes get turned into frogs, and princesses get turned into chickens."
- "The statue? It's a fake. How about that kiss?"

If a PC is foolish enough to try and kiss the cockatrice, the creature flies at the bars with a loud squawk and nips the character with its beak. The character suffers the normal damage and petrification chance.

The coop is locked, though the latch can be picked, broken, or opened with a *knock* spell. If the door opens, the cockatrices rush out and furiously attack the nearest creature. Cicer adds to the confusion by casting a *color spray* spell into the melee. After 2d4 rounds, a hall employee appears and shoos the cockatrices back into the coop. The monsters obey if they are not under attack; they have been trained to obey simple commands.

Cicer, gm F3/III3: AC 6 (*ring of protection* +2, Dexterity bonus); MV 6; hp 12; THAC0 18 (17 with missiles due to Dexterity adjustment); #AT 1 or 2; Dmg 1d6+1 (short sword + Strength bonus) or 1d4+1/1d4+1 (dagger + Strength bonus); SA spells, racial abilities, illusionist abilities; SD racial abilities; SZ S (3' 5" tall); MI. elite (14); AL CG; XP Nil.

Notes: +4 saving throw bonus vs. effects from magical devices and spells.

Gains an additional +1 bonus on saves vs. illu-



At the Sign of the Golden Cockatrice

sion/phantasm spells, and opponents' saves vs. Cicer's illusion/phantasm spells suffer a -1 penalty. Gains an additional illusion/phantasm spell per spell level.

S 16, D 16, C 14, I 16, W 10, Ch 13.

Personality: Mischievous, boisterous.

Spells (3/2): 1st—*color spray**, *grease*, *ventriloquism**; 2nd—*blindness**, *improved phantasmal force**.

* illusion/phantasm spell.

Special Equipment: ring of protection +2.

Gnomes, F1/III1 (4): AC 10; MV 6; hp 4 each; THAC0 20; #AT 1 or 2; Dmg 1d6 (short sword) or 1d4/1d4 (dagger); SA spells, racial abilities, illusionist abilities; SD racial abilities; SZ S; ML elite (13); Int very (12); AL CG; XP Nil.

Notes: +4 saving throw bonus vs. effects from magical devices and spells.

Gains an additional +1 bonus on saves vs. illusion/phantasm spells, and opponents' saves vs. their illusion/phantasm spells suffer a -1 penalty. Gains an additional illusion/phantasm spell per spell level.

Spells (2): 1st—*phantasmal force**, *spook**.

* illusion/phantasm spell.

Event 4: Gambling

There are several options should the PCs wish to gamble. Characters with the gaming proficiency can simply sit down at a table and make a proficiency check. A character can choose a fellow patron as an opponent (level 0, gaming skill 13), or play against the house.

A character can wager up to 10 gp at a time against another customer. The PC collects double his bet if he wins, but the house takes 10%. If a character wins 100 gp or more, nobody will gamble with him anymore. If a customer catches a PC cheating, the disgruntled NPC gives the character a baleful look, then slips out the back door. No other customer will gamble with the PC, and the house won't either.

If the character wishes to bet against the house, he faces Lowel, a bard who works here to pass the time between adventures. Lowel accepts any cash wager up to 100 gp. If the PC wins, he collects double his wager and does not have to pay anything to the house.

Characters who do not have the gaming profi-

ciency can still gamble; they roll gaming checks using one half their Wisdom or one half their Charisma scores.

Alternatively, the DM can set up an actual Dragonfire game for the players according to the instructions given in **Book III**.

If Lowel catches a PC cheating, he casts a *suggestion* spell and asks the PC to surrender all his ill gotten gains and depart. The suggestion is reasonable, and the character suffers a -4 penalty to his saving throw. If the attempt fails, the staff tries to capture the PCs; see Event 7.

Lowel, hm B7: AC 2 (*bracers of defense* AC 5 and Dexterity bonus); MV 12; hp 19; THAC0 17 (15 with missiles due to Dexterity adjustment, 15 with *long sword* +2); #AT 1 or 2; Dmg 1d8+2 (*long sword* +2) or 1d4/1d4 (daggers); SA spells, bard abilities; SZ M (5' 9" tall); ML elite (14); AL NG; XP Nil.

Notes: Can influence nonhostile crowds with a performance; the subjects attempt a saving throw vs. paralyzation at -2. If they fail, their mood shifts one step (see Table 59 in the *DMG*) in the direction the bard desires. If the saving throw succeeds, the crowd's mood shifts in the opposite direction. Music, poetry, and stories can inspire allies within 70 feet if performed for three rounds before a battle begins. Affected allies gain a +1 bonus to attacks and saving throws and a +2 bonus to morale for seven rounds. Gaming proficiency (base score 16).

S 14, D 17, C 10, I 14, W 15, Ch 16.

Personality: Cool, professional.

Spells (3/2/1): 1st—*charm person*, *color spray*, *sleep*; 2nd—*ESP*, *web*; 3rd—*suggestion*.

Bard Abilities: PP 55, DN 35, CW 65, RL 20.

Special Equipment: *long sword* +2 (NG, I 12, detects invisibility in a 10-foot radius).

Event 5: Cheaters

This event is a must if the PCs have been hired to watch for cheating in the gambling pit. When the PCs arrive, they are told to get their instructions from Vaja.



At the Sign of the Golden Cockatrice

to settle for 5 gp a point. If the characters speak with him a while, they learn the following:

- “Alas, I once lived by the sword, but that profession seemed so dreadfully messy, not to mention dangerous. Now I spend my days practicing what limited healing arts I have and tempting fate in ways less dangerous than looking for monsters to fight.”
- “This wand? No, it isn’t magical, but my grandmother got good use from it. It focuses my family’s powers. It’s an heirloom, but if you people would care to grant me enough money to undertake priest training, say 10,000 pieces of gold, you may have the wand.”

Rance will settle for 5,000 gp if the PCs bargain. The tale about the wand being a family heirloom is pure bunk, and Rance knows it. Moreover, Rance is only semi-serious about becoming a priest—his Wisdom score is much too low. Worried about the *Rod’s* side effects and none too impressed with its power, he is glad to sell it for a large chunk of cash.

Rance Norve, hm F2: AC 10; MV 12; hp 11; THAC0 19 (18 with specialization bonus); #AT 3/2; Dmg 1d8+2 (long sword and specialization bonus); SZ M (5’ 10” tall); ML fanatic 17; AL LG; XP Nil.

S 15, D 14, C 14, I 10, W 9, Ch 12.

Personality: Curious, hopeful.

Special Equipment: First segment of the *Rod of Seven Parts*.

Event 7: Riot

The patrons at the *Golden Cockatrice* tend to look out for themselves and usually scurry for cover if a serious fight erupts. Nevertheless, there are a few rowdies in the crowd who relish a good brawl, and particularly reckless PCs can find themselves facing a mob if they misbehave.

A mob forms whenever the PCs use deadly force against a hall employee (especially popular employees such as Frane, Vaja, and Lowel) or make any unprovoked attack on another patron. As noted in Event 2, Tailleur is a popular figure and the crowd rallies to his aid if he gets into trouble with the PCs.

When the mob reacts, 3d6 patrons simply make it their business to get into the party’s way. They stand in places where the characters might want to go, forcing the PCs to detour around them, thereby slowing

them down. (Level 0 patrons, AC 10, THAC0 20, hp 4 each.) In addition, 1d4 groups of six patrons form up to make massed overbearing attacks against PCs. The groups have an effective Strength score of 17 and a +1 bonus to hit when making such attacks. (Level 0 patrons, AC 10, THAC0 20, hp 4 each.)

The staff quickly reacts to any major disturbance or fight. The attendants from the main door and the privy (areas 2 and 8) and the nearest bartender (area 4) join any fight that breaks out. The bartender reacts immediately and the attendants join the fight after three rounds. Most of the staff seeks to subdue troublemakers, but Traven (from area 2) uses his *alter self* ability so he can bring his poisonous fangs to bear. He grapples his opponent, then bites while wrestling.

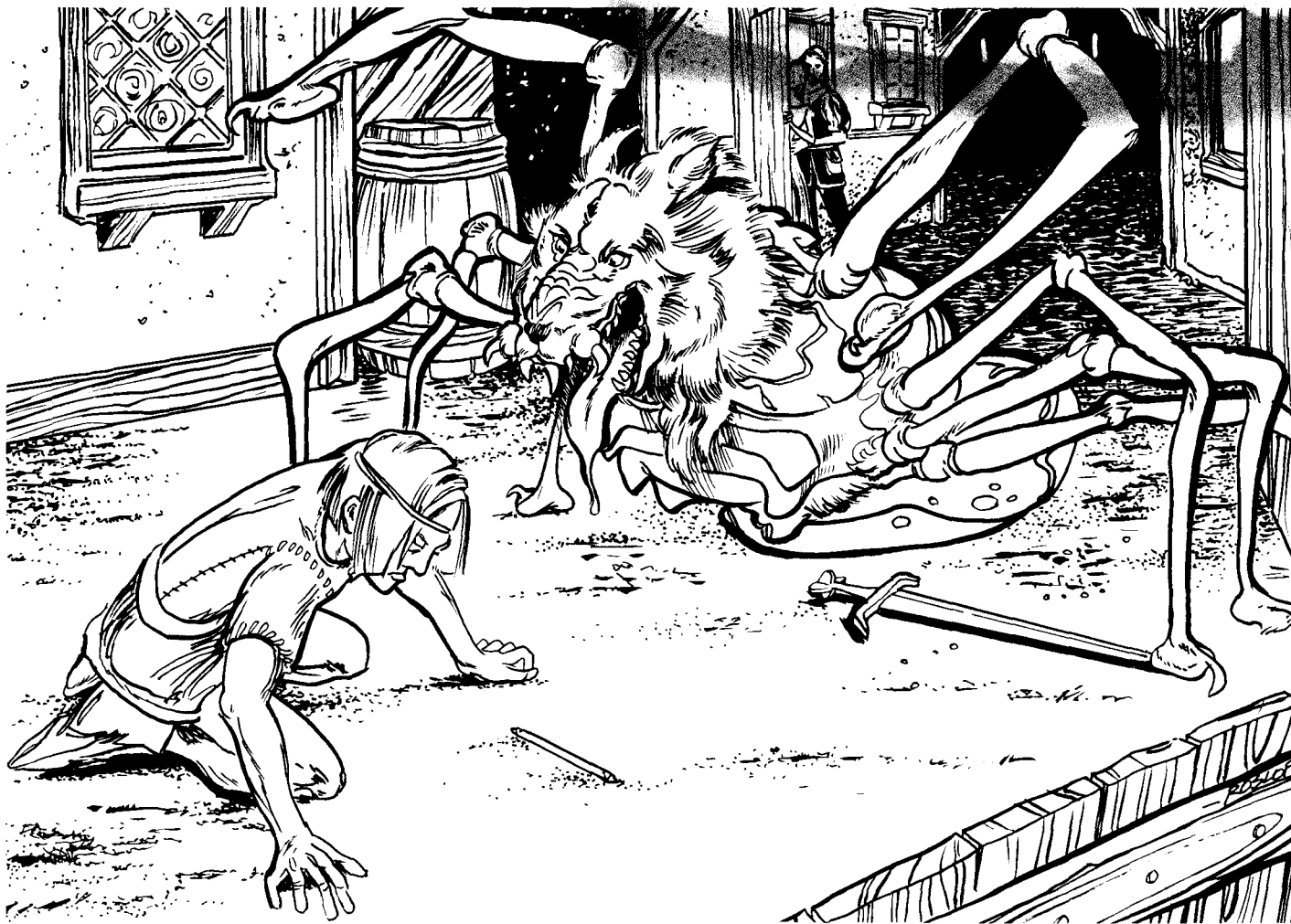
Event 8: Spyder-fiend Attack

The Queen of Chaos has noticed Rance’s daily use of the *Rod* to earn money. Sometime while the PCs are at the festhall, Rance steps out the back door toward the privies and is ambushed by kakkuu. This event might best be timed when the PCs are involved in a brawl. The kakkuu attack Rance even if he has sold his *Rod* segment to the PCs because he is the character who drew the queen’s attention. Tactical Map D5 shows the area.

Some unidentified sound finds its way to your ears through the babble in the hall. The hall grows a little quieter; other patrons seem to have heard it as well. It sounds as if a dog is running along one of the alleys flanking the building, barking wildly and loudly.

Somewhere in the distance, you can hear someone shrieking in terror.

The queen has opened a *chaos gate* (see **Book III**, page 14) at one of the locations marked by an X on Map A3. You can choose one or determine it randomly. The hound of law from area 1 detected the gate and is racing toward it. (The shrieking is from a tenement dweller who is dismayed to see a troupe of spyder-fiends outside his door.) If the PCs follow the hound, they encounter five kakkuu who are trying to find Rance. The kakkuu climb over buildings and use their webs to move directly toward their target. They could lead the party on a merry chase as they run along the rooftops and down narrow alleys. The common folk of the district are utterly terrified and



huddle in their homes until the trouble is over. If the PCs lose track of the kakkuu, the hound puts them back on track by barking.

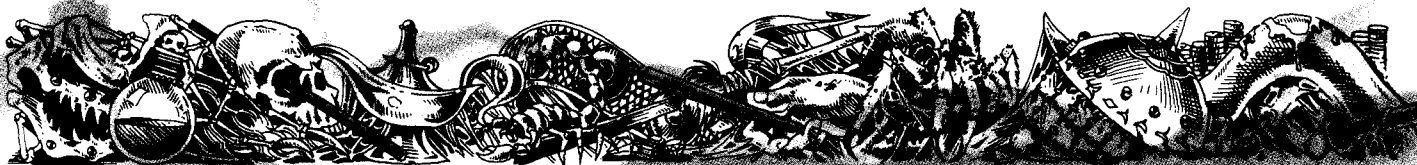
If the PCs don't kill them first, the kakkuu intercept Rance near the privies (area 8) and strike. Rance lets out a cry of his own as the kakkuu bite him. The privy attendant leaps to Rance's aid, shouting for help.

The two attendants in area 2 run toward the back door when they hear their compatriot scream. Traven, although he is a spyder-fiend himself, doesn't know what's going on. He has seen Rance using his

wand but has not so far recognized it as a segment of the *Rod*.

If the PCs join the fray, they find Rance lying dead near the privies and the two attendants locked in combat with the kakkuu. Traven quickly realizes that either Rance or the attendant must hold a segment of the *Rod*, so he uses his *darkness* ability to obscure the melee. If the PCs have killed any kakkuu, Traven tries to gate in more. He telepathically orders whatever kakkuu are on hand to attack the party while he rushes to Rance's side. He pretends to bandage the fallen man but is really searching for the *Rod*. He locates it quickly; however, the hound of law arrives and attacks before he can do anything with it. Enraged by the assault, Traven assumes his true form and fights the hound. The hound fights to the death, but the spyder-fiends fight only until they are reduced to 50% or less of their original hit points. At that point, they teleport to a nearby rooftop where they can observe the PCs.

If the PCs pick up the *Rod* segment, Traven casts *darkness* while the kakkuu teleport back to the attack. This time, they fight to the death. While the kakkuu fight, Traven becomes invisible and teleports into the



At the Sign of the Golden Cockatrice

melee. He fights until the **kakkuu** are killed, then teleports away. Traven knows it would please his queen if he recovered the first piece of the *Rod*, but he also hopes the PCs will begin a quest and lead him to the remaining pieces.

If the PCs don't join the fray, the spyder-fiends kill Rance and the hound; they also paralyze the two attendants. Traven uses his *telekinesis* ability to transfer the *Rod* segment to one of the paralyzed attendants, then returns with the segment and its human holder to the Steaming Fen (via his *teleport without error* ability), where he triumphantly presents the first portion of the *Rod* to the Queen of Chaos. She promptly transforms him into a raklupis and promises to kill him slowly if he does not recover the remaining segments soon.

Preparing the *Rod* to be transported takes at least a turn, and the PCs hear a chorus of screams as the commoners in the area observe the spyder-fiends at their work. If they investigate at all, they disrupt the proceedings and have a fight on their hands, as described above. Now the PCs don't have the hound of law and the two attendants to help.

Kakkuu (Tanar'ri, Spyder-Fiend, Kakkuu) (5): AC 2; MV 18, Wb 15, Cl 9; HD 4; hp 20 each; THAC0 17; #AT 1; Dmg 2d4; SA spell-like abilities at 4th level, poison, gating, webs; SD webs, immunities, concealment; SW susceptible to holy water; MR 15%; SZ M (5' long); ML steady (11); Int semi (3); AL CE; XP 5,000 each; See **Book IV**, page 7.

Notes: Spell-like abilities: at will—*darkness* 15' radius, *teleport without error*; always active—*infravision* (60-foot range).

Poison has an onset time of 1d4 rounds. If the opponent fails a save vs. poison he falls into a stupor and cannot move, think, or act. The opponent can attempt a Constitution check every 2d4 hours to recover. Even if the save succeeds, the opponent suffers a -2 penalty to Dexterity for 2d4 rounds.

Gate ability works once a day with a 35% chance of success; it summons 1d8 kakkuu.

Web abilities: at will—shoot web up to 30 yards to provide a strand for movement or to prevent a fall, create a sticky glob that can be swung in a line 5 to 25 feet long and sticks to the first creature that fails a save vs. breath weapon, or wrap helpless or unconscious creatures. Can use a web ability while making a physical attack, but not while using a spell-like ability.

Immune to electricity, nonmagical fire, poison, and webs. Half damage from cold, magical fire, and gas.

Concealment makes a kakkuu 80% undetectable when motionless and in cover.

Holy water inflicts 1d6+1 points of damage.

Afterward

The spyder-fiends create quite a stir in the neighborhood, and after the dust settles, the area is mobbed with curious onlookers, members of the city guard, and several stray dogs.

If Traven survived the fight but did not get the *Rod* segment, he uses his *alter self* power to try to retrieve it (via *telekinesis*). The stray dogs, however, are hounds of law, and they guard the segment, allowing only lawful characters to retrieve it.

If Traven got the segment, all is not lost. Arquestan is on hand to help put the PCs on the scent of the next segment; see the **Mysterious Stranger** adventure in **Book III**.

If Rance survives the adventure, or if the PCs take it upon themselves to get him raised, he is of no help. He stubbornly claims that the wand was an heirloom, and will reveal the command word only for a price (see Event 6). Rance has no interest in searching for additional segments of the *Rod*.

INCIDENT AT A FOOTBRIDGE

Eudora, a sage who until recently had a taste for adventuring, has recovered the first segment of the *Rod*. Her efforts have attracted the Queen of Chaos, and the party of stalwarts Eudora recruited to search for the *Rod* have been killed. The search for the *Rod* was Eudora's life's work, but she knows that she won't survive it. That sober realization and the constant danger she has endured during the past fortnight has addled Eudora's wits and shattered her already frail health.

This adventure consists of a single encounter and its aftermath. The encounter takes place on an isolated footbridge; however, Eudora is wandering about in a daze and the PCs could meet her in almost any locale. Several things could lead the PCs to the bridge.

- The PCs are going about their normal business, perhaps returning from an adventure, when they find themselves in unfamiliar territory. They seem to have taken a wrong turn somewhere and now they are on a path no one can remember traversing before. A familiar landmark (a mountain peak, city, ocean, or the like) is visible on the horizon, so the group isn't lost, but the characters are miles away from familiar haunts. It will be several hours traveling before they are home.
- The PCs hear rumors of some strange form of spider beasts stalking the neighborhood. The creatures attack viciously, then vanish into thin air. A bounty of 2,000 gp (or some other amount suitable for the campaign) has been offered for each beast slain.
- The PCs are hired by one of Eudora's relatives to search the wilderness for the missing sage.

the bridge in single file.

The bridge offers good footing, but the narrow walkway imposes a -3 initiative penalty and negates defensive Dexterity. (Small creatures do not suffer either penalty, nor do spyder-fiends, due to their eight legs and climbing ability.) If a character falls down while fighting on the bridge (because of a successful overbearing attack by an enemy, a *grease* spell, or some other means), the character must roll a successful saving throw vs. breath weapon at a -2 penalty or fall off the bridge.

The stream cannot be forded—it is about 20 feet deep in the middle—but characters can swim across with a successful swimming proficiency check. The current is too strong for nonproficient swimmers. PCs who fail their swimming checks and those who fall off the bridge into the water are swept downstream (to the south). They travel $4d8+5$ feet downstream each round and begin to drown. Characters being swept downstream must make successful Constitution checks each round or die; proficient swimmers who are lightly or moderately encumbered do not suffer the -2 cumulative penalty each round; see Chapter 14 of the *PHB* for details. Characters who make three successful Constitution checks are assumed to have been swept into shallow water or onto the banks.

The stream's swampy banks are soft and slippery. Characters moving along the banks are reduced to two-thirds movement and suffer a +2 initiative penalty.

The large trees are oaks with trunks about 3 feet in diameter. The main branches are shown on the map. These branches are about 12 feet off the ground and are wide enough that characters can move along them and fight from them just as though they were walking along the bridge; smaller branches act as

es are willows, too slender
s to climb.

Env

Eudora has chosen a footbridge as a refuge from the spyder-fiends that have been hounding her. She believes—incorrectly—that the fiends cannot get her while she is on the bridge. See Tactical Map D6 for details.

The bridge is built of timber and has a low handrail. It is narrow, about 2 feet wide and intended only for foot traffic. Characters can lead their mounts across the bridge if they dismount and walk. Riding a mount across the bridge requires a riding proficiency check with a -4 penalty. If the roll fails, the mount refuses to set foot on the bridge with a rider on its back. Needless to say, PCs must cross

handrails. The smaller trees
and springy for character

Along Came a Spyder

The narrow trail you are
and turn endlessly. Outcrops
thickets of trees and shrubs
thing.

If you haven't done so
order for the party. They
the trail. Allow the PCs to
cautions they might want

following seems to twist
rops of naked rock and
ubs could hide almost any-

already, get a marching
have to go single file along
to make any additional pre-



Incident at a Footbridge

The trail takes a hairpin turn and plunges down a steep incline. At the bottom, you see a small river with masses of reeds and cattails along its banks. Clusters of willow trees cling to firmer ground and stately oaks tower above the willows. The trail leads about a hundred yards to a narrow footbridge that stretches across the river in a single span. A stringy-haired humanoid is seated on the bridge. The figure seems to be staring into the water. The creature is singing a familiar tune in a childlike voice, perhaps singing to the fish.

The figure is Eudora. The PCs can't really tell she is an elderly human until they get closer. Eudora is oblivious to the PCs until they do something to call attention to themselves. However, several kakkuu have arrived on the scene and are hiding in the branches of the oak trees near the bridge (see map). They are aware of the PCs, but don't know what to do about them. For now, they crouch in the trees, where they are hidden from sight.

If the PCs shout or do something else to get Eudora's attention, the woman stands up, waves, and shouts back: "Greetings, worthy sirs and ladies. Agents of the queen are everywhere, so you'd best join me in this sanctuary over running water. Are you wounded? Fear not, my wand will cure you!" When she stands up, the PCs can see she is an old woman. When she says "sanctuary" she means the bridge.

If the PCs dawdle, Eudora motions for them to join her. The two kakkuu at the west end swing globs of web to try and snatch her off the bridge. The kakkuu on the east side of the bridge fire strands of web across the stream. They anchor the strands to the oak trees on the other bank. Eudora doesn't notice the webs, and neither will the PCs unless they are using *detect invisibility*. As long as the PCs don't interfere, the kakkuu are content to remain hidden and try to snare Eudora with their webs. If they succeed, they haul her up into the trees on the west bank and try to paralyze her with their venom. If that works, they spend two rounds wrapping her in silk, then teleport back to the Steaming Fen with Eudora and the *Rod* segment.

If the PCs venture onto the bridge, one kakkuu casts *darkness* and the rest attack with their globs of webbing. If the characters avoid or cut the webs, the kakkuu leave the trees and attack. They can cross the river on their webs and can fight from their webs as well.

If the PCs do something really unexpected, such as attacking Eudora, two kakkuu charge Eudora while the rest attack the PCs.

No matter what happens, Eudora uses her spells against the kakkuu as best she can.

Eudora, hf Div5: AC 10; MV 12; hp 10; THAC0 20; #AT 1 or 2; Dmg 1d4 (dagger) or 1d4/1d4 (thrown daggers); SA spells, diviner abilities; SZ M (5' 1" tall); ML steady (12); AL LG; XP Nil.

Notes: Gains a +1 bonus on saves vs. divination spells, and opponents' saves vs. Eudora's divination spells suffer a -1 penalty. Gains an additional divination spell per spell level. Gains a +2 Wisdom bonus on saves vs. mental attacks.

Sage ability (regional folklore) (16), ancient history (14), local history (14).

S 8, D 9, C 8, I 15, W 16, Ch 14.

Personality: Paranoid, scatterbrained.

Spells (5/3/2): 1st—*cantrip*, *charm person*, *detect magic**, *magic missile*, *protection from evil*; 2nd—*ESP**, *ray of enfeeblement*, *stinking cloud*; 3rd—*clairvoyance**, *fireball*.

* divination spell.

Special Equipment: First segment of the *Rod of Seven Parts*.

Kakkuu (Tanar'ri, Spyder-Fiend, Kakkuu) (4): AC 2; MV 18, Wb 15, Cl 9; HD 4; hp 20 each; THAC0 17; #AT 1; Dmg 2d4; SA spell-like abilities at 4th level, poison, gating, webs; SD webs, immunities, concealment; SW susceptible to holy water; MR 15%; SZ M (5' long); ML steady (11); Int semi (3); AL CE; XP 5,000 each; See **Book IV**, page 7.

Notes: Spell-like abilities: at will—*darkness* 15' radius, *teleport without error*; always active—*infravision* (60-foot range).

Poison has an onset time of 1d4 rounds. If the opponent fails a save vs. poison he falls into a stupor and cannot move, think, or act. The opponent can attempt a Constitution check every 2d4 hours to recover. Even if the save succeeds, the opponent suffers a -2 penalty to Dexterity for 2d4 rounds.

Gate ability works once a day with a 35% chance of success; it summons 1d8 kakkuu.

Web abilities: at will—shoot web up to 30 yards to provide a strand for movement or to prevent a fall, create a sticky glob that can be swung in a line 5 to 25 feet long and sticks to the first creature that fails a save vs. breath weapon, or wrap helpless or unconscious creatures. Can use a web ability while making a physi-



cal attack, but not while using a spell-like ability.

Immune to electricity, nonmagical fire, poison, and webs. Half damage from cold, magical fire, and gas.

Concealment makes a kakkuu 80% undetectable when motionless and in cover.

Holy water inflicts 1d6+1 points of damage.

Afterward

If Eudora survives the encounter, or if the PCs successfully raise her from the dead, they have a valuable, though insane, ally. Unless cured, Eudora spends most of her time singing to herself, or just hugging herself and sitting quietly. If coaxed into conversation, she talks like a child playing a silly game but makes veiled references to the Queen of Chaos. She never answers a question directly, and often changes the subject:

- “I hate doggies. They have sharp teeth and poison fangs.”
- “Do you like spiders? I don’t!”
- “Beware the queen. . . she seeks what was lost and was unmade.”

- “What are clouds made of?”

- “I had a stick that was unmade, then made again!”

Eudora is just as difficult if questioned with *Speak with Dead*. If she receives a *Heal* spell, she is cured. She has lost her enthusiasm for assembling the Rod but she can tell the PCs the Rod’s full history and description, and its minor powers. She can only speculate about the Rod’s other powers or its side effects. She does not know that Miska is immune to the Rod’s lawful influence, or that using the Rod alerts the Queen of Chaos. She knows the vaati made the Rod, but knows little else about them. She does not know where any other parts of the Rod are.

SPELUNKING

The second segment of the *Rod of Seven Parts* lies deep beneath the earth in the lair of the aboleth Tichthys. Unlike Osakay, the dark naga from the previous chapter, Tichthys has spent years studying the segment and knows something about its true nature. Tichthys knows the command word for the segment's *slow* power (*coelum*) and understands that it is part of an artifact of law. Tichthys would like to possess the entire *Rod*; it is unaware of the *Rod's* side effects. But the aboleth is unwilling to undertake the quest itself. Tichthys deems the task too dangerous and impractical in any event. Instead, it hopes to gather the segments indirectly. It knows, for example, that there is at least one segment smaller than the one it owns and is sure that some foolish group of adventurers (such as the PCs) will come along and give it the chance to seize another segment; see area 26 for details.

The entrance to Tichthys's lair lies in a hilly area about 800 miles from King Syril's tomb, where the PCs might have found the first segment. The surrounding area is wilderness; the nearest large city is about 100 miles away. There are only two ways the PCs can become involved in this adventure: they can use the first segment of the *Rod* to lead them to Tichthys's segment, or they can follow Arquestan's directions (see **Book III**).

Searching for the Lair

The entrance to Tichthys's lair lies in the depths of an abandoned goblin warren. Without guidance, the party could search for weeks before finding the single passage that leads down into the aboleth's haunts. If the PCs have the first segment of the *Rod*, they can use its ability to detect the next piece (see **Book III**) to navigate through the caverns. The whole area is riddled with caves, but only one set of caves will allow the PCs to go in the direction the *Rod* indicates.

If the PCs don't have the first segment, they must strike a deal with Arquestan to find this place. (Arquestan suspects there is a segment of the *Rod* here because groups of kakkuu have frequented the area in the past.) Arquestan gives the PCs a map that shows the way through the goblin lair. It is not necessary to play out the trip through the goblin caverns; the adventure begins when the party reaches area 1 on level 1.

If you wish, you can include this optional encounter while the PCs are making their way through the goblin warren:

The sprawling cavern complex you have found seems to go on for miles. The caves are empty and silent save for the occasional "plink" of dripping water. Here and there you find signs of habitation: a firepit filled with ashes long cold, the splintered remains of a crude door, and a few empty casks. The residents seem to be long departed.

You are tramping through a sizable chamber filled with the wreckage of what might once have been a barracks when you realize you are being watched. Two feral eyes stare out at you from a furry head with a pointed snout. The owner of the eyes is a squat creature that resembles a thick rug with stout legs ending in clawed feet and a wide mouth full of wickedly sharp teeth. It fixes you with a baleful stare and hisses like a bucket of snow thrown into a white-hot forge.

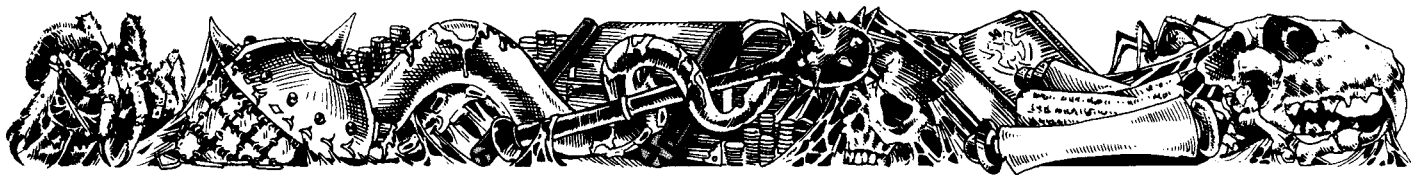
"Thisbe! Stop that! Wait until they bite first." The voice is clear and cheerful, and the speaker pops into view with a magical twinkle. He is a short humanoid with a bulbous nose and tangled locks as red as strawberries. "Well," says the newcomer, "I suspect you're just passing through, so there's no need to be unpleasant. Mazzel Quickblade, Thisbe, and company at your service."

Mazzel is a gnome adventurer. He, his pet giant badger Thisbe, and several more gnomes are exploring the complex with an eye toward moving in. (The rest of the gnomes are within earshot and ready to back up Mazzel if he gets into trouble.) Mazzel has no wish to fight; he becomes invisible and flees at the first sign of hostility. His four companions down the hall cover his retreat with a *grease* spell, an illusion of a portcullis slamming down (with sounds provided via an *audible glamor* spell), and a shot from a crossbow. Thisbe flees along with Mazzel but stays between the gnome and the PCs. If the PCs are willing to chat, Mazzel shares what he knows:

- A band of goblins once lived in these caves, but a group of hill giants dug them out and enslaved them. According to the local animals, the giants met their match years ago, and the place has been empty since.

- The complex goes for miles. There are deep caves where even the goblins never went. There seems to be a bunch of very twitchy fish men living down there. They either cannot or will not talk, and they don't like visitors.





Spelunking

Mazzel wants to know what the PCs are doing here:

- “Looking for treasure? There isn’t any.”
- “Are you looking for monsters? There aren’t any up here, except maybe for a lot of gnomes in the next few months. There’s the fish men, but they don’t seem to have any treasure except mushrooms.”

Mazzel knows nothing about the *Rod*, or what the creatures in the deep caves are really doing. He plans to remain here for a while to see what might wander up from the depths.

Mazzel, gm F7/T8: AC 0 (*bracers of defense AC 4*, Dexterity bonus); MV 6; hp 36; THAC0 14 (13 with *short sword +1*, 11 with *darts +1*); #AT 3/2 or 3; Dmg 1d6+1 (*short sword +1*) or 1d3+1/1d3+1/1d3+1 (*darts +1*); SA racial abilities, thief abilities; SD racial abilities; SZ S (3’ 7” tall); ML elite (14); AL CG; XP Nil.

Notes: +4 saving throw bonus vs. effects from magical devices and spells.

S 15, D 18, C 14, I 12, W 11, Ch 10.

Personality: Open-minded, careful.

Thief Abilities: PP 80, OL 65, F/RT 55, MS 65, HS 70, DN 55, CW 75, RL 25.

Special Equipment: *ring of invisibility*, 6 *darts +1*, *short sword +1*, *bracers of defense AC 4*, 3 *pinches of dust of sneezing and choking*, *medallion of thought projection* (not worn).

Gnomes, F2/III2 (4): AC 8 (Dexterity bonus); MV 6; hp 4 each; THAC0 20 (19 with missiles due to Dexterity adjustment); #AT 1 or 1; Dmg 1d6 (*short sword*) or 1d4 (*light crossbow*); SA spells, racial abilities, illusionist abilities; SD racial abilities; SZ S; ML elite (13); Int very (12); AL CG; XP Nil.

Notes: +4 saving throw bonus vs. effects from magical devices and spells.

Gains an additional +1 bonus on saves vs. illusion/phantasm spells, and opponents’ saves vs. their illusion/phantasm spells suffer a –1 penalty. Gains an additional illusion/phantasm spell per spell level.

Spells (3): 1st— *audible glamer**, *grease*, *phantasmal force**.

* illusion/phantasm spell.

Thisbe (Giant Badger): AC 4; MV 6, Br 3; HD 3; hp 15; THAC0 17; #AT 3; Dmg 1d3/1d3/1d6; SZ M (4’ long); ML average (8); Int semi (3); AL N; XP 120; MCA2/83.

Inside the Lair

The entire cavern complex is unlit except where noted. Similarly, the passages and chambers are natural unless otherwise indicated. Natural passages are roughly half again as high as they are wide. Chambers are twice as high as they are wide. For example, area 1a is 15 feet wide and 20 feet long. It has a ceiling about 30 feet high.

All the walls are smooth and damp, making them difficult to climb (treat as slightly slippery, imposing a –25% adjustment on attempts to climb). The ceilings in the natural areas are bristling with small stalactites, but the floors are fairly clear of stalagmites (most have been broken off by creatures walking through the tunnels).

Sinkholes, unless otherwise noted, are 40-60 (30 + 1d3x10) feet deep and have no unusual features.

Areas 20-26 are completely underwater. The floors in these areas are liberally covered with stalagmites.

About the Maps

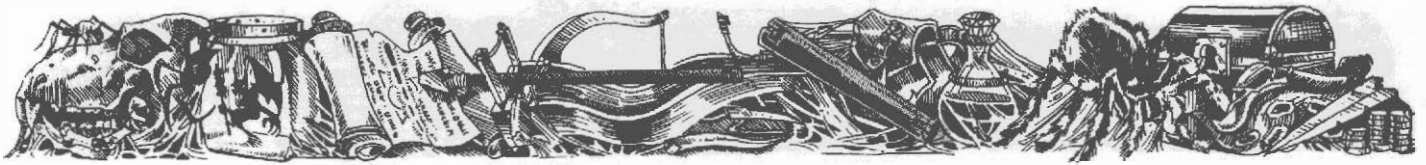
Tichthys’s lair consists of four major areas (levels 1-4) connected by long passageways. Map B1 shows the relationships between the areas. Levels A, B, and C are small encounter areas between the main levels.

Tracking the Rod

When the PCs enter the complex, the second segment of the *Rod* is in area 26 (level 4). If the characters have the first segment, they can determine the direction in which the second segment lies. Whenever the party checks the direction, the segment always points toward area 26 on level 4. Unless otherwise noted, the direction the segment indicates depends on the level of the complex through which the party is moving. The introductory text for each level notes this direction.

Tichthys

Tichthys has an active mind, but a slothful body. It prefers to lie in a cocoon of soothing slime and mentally command its servants to do its bidding. Tichthys maintains occasional telepathic contact with all the skum in the complex, and also with the kuo-toa and the other aboleth (see area 19). When the party first triggers an alarm or attacks a resident, Tichthys learns about it with a few minutes. The aboleth is not con-



Spelunking

cerned about the PCs until they reach level 3. At that point, it begins to consider them a serious threat. As soon as the PCs make themselves known on level 3, Tichthys constantly monitors the situation. However, Tichthys leaves defense of the complex to his many servants until the PCs reach level 4.

If given the opportunity, Tichthys attempts to fortify his defenses when the PCs retreat or stop to rest (see **Afterward**, page 70).

Level 1

This level is about 100 feet below the surface. The first segment of the *Rod* indicates east and down.

1. Entry

The twisting passage you have been following downward for the past hour narrows, forcing your group through a tight bottleneck. Cramped quarters lie ahead, and a reek of decay seems to be coming from somewhere nearby.

Unless the PCs are walking blind, without light or infravision, they can easily look north and see part of area 1a.

1a. Crystal Chamber

The walls here are studded with multicolored chunks of quartz. At a glance, the crystals seem to be natural, but Tichthys ordered them placed here years ago. Any light source brought into this room creates brilliant reflections. The play of light is itself harmless.

Alert: Strong light sources, such as *continual light* spells and bullseye lanterns, rouse the shriekers in area 1b whenever they shine into that room.

1b. Shrieker Chamber

An earlier visit by the gnomes prompted Tichthys's servants to maintain a generous pile of pungent offal in this room to keep the five shriekers who live here contented. Tichthys does not want the shriekers wandering away while there are interlopers nosing about. The shriekers provide the complex with an excellent alarm system; their shrieking is clearly audible everywhere on this level.

Alert: Disturbing Tichthys's shriekers has a pronounced effect. The umber hulk who usually watches

area 3 scuttles back to area 2, keeping an eye on the two passages leading north. The skum in area 3 respond by hiding out of sight and preparing their own ambush.

Shriekers (Fungi) (5): AC 7; MV 1; HD 3; hp 14 each; THAC0 17; #AT 0; Dmg nil; SA shriek; SD shriek; SZ M (5' tall); ML steady (12); Int non (0); AL N; XP 120 each; MM/121.

Notes: Light within 30 feet or movement within 10 feet causes a piercing shriek that is audible throughout the complex. If any shrieker is attacked, they all shriek.

2. UMBER HULK CHAMBER

Given the opportunity, the umber hulk attempts to surprise the PCs from its side passage before they enter the chamber.

A scattering of splintered bones on this chamber's floor suggests that some carnivore lairs here. There is no sign of a nest or any bedding, however.

In addition to the natural passage that led you here, this chamber has two other openings, both ragged and slightly larger than the natural one. One leads south and the other north.

A wandering umber hulk has taken up residence here after burrowing its way in from the south. The slaves that worked in area 3 provided it with easy prey. Tichthys decided not to have the monster killed and instead regularly sends unarmed slaves to keep it fed. Skum now do the slaves' work.

The umber hulk has dug itself several new tunnels for hunting (see highlighted areas on map); these tunnels are a little less than five 5 wide and about 8 feet high. Unlike the natural tunnels, they have no stalactites or stalagmites and the walls clearly show claw marks. Wherever one of these tunnels runs alongside another tunnel or chamber, a series of fine cracks develops in the stone. The umber hulk can peer through these and see what's happening on the other side of the wall. If another creature ventures too close, the umber hulk bursts through the wall and attacks.

The monster spends most of its time watching the skum working in area 3, but these creatures know the umber hulk is lurking nearby and stay well away from the west wall.

If it detects the party before being spotted itself, it

runs up one of its tunnels and waits for the group. When the PCs walk by a crack, it bursts out and attacks.

The PCs have the same chance to find the cracks as they have to locate a secret door. They can burst through a crack themselves (treat as a locked or barred door), but this action has a 50% chance to trigger a cave-in (see the notes in the umber hulk's statistics).

DM Note: The stonework in these areas is perfectly safe if the PCs don't start knocking holes in the walls. Characters who check for unsafe stonework find nothing unless the player whose character is making the check specifically asks what might happen if the PCs break through the wall. If a player asks the right question, roll the check; if it succeeds, tell the players there is a 50% chance of a cave-in if the characters break through the wall.

The tunnel leading to the south empties into a tangled maze of crooked tunnels. No map of the maze is provided. If the PCs venture in here, they are certain to lose their way unless they have a sure way to determine direction (such as the direction sense proficiency, racial ability, or the first segment of the *Rod*, which steadily indicates east), or unless they take some sensible precaution to remember the way out. Marking the path usually works fine, as there aren't any wandering monsters to erase or alter the marks. The skum avoid the umber hulk tunnels. If the party has not killed the umber hulk, however, it follows them into the tunnels, erases the marks, and attacks.

If the PCs don't take precautions and get lost in the maze, they must make an Intelligence check (use the highest score in the party) at one-half chance to find their way out. They can attempt the roll every four hours. If any of the rolls succeed, the party finds its way out of the maze in 1d4 hours.

If the characters spend at least an hour in the maze (even if they are lost), they find a den where the umber hulk keeps its treasure. Inside, the party finds a mangled corpse (an unfinished meal), a pile of shredded garments and broken equipment, 7 base 10 gp gems, 2 base 50 gp gems, 4 base 100 gp gems, 6,000 ep, 2 *potions of water breathing*, a scroll with two *airy water* spells (each cast at 12th level), a *wand of polymorphing* (9 charges), a *necklace of adaptation*, and a pair of *gauntlets of fumbling* (unlike standard *gauntlets of fumbling*, these appear to be *gauntlets of swimming and climbing*). The clothing and equipment is junk. If the PCs examine the electrum coins carefully, however, they discover a single copper disk with the command





Spelunking

vengeance if the party doesn't give them a treat within three rounds, or they will join combat immediately if the PCs attack them.

Phase Spiders (Spider) (7): AC 7; MV 6, Wb 15; HD 5+5; hp 30 each; THAC0 15; #AT 1; Dmg 1d6; SA poison, phasing; SZ H (14' diameter); ML champion (15); Int low (7); AL N; XP 1,400 each; MM/326.

Notes: Phasing shifts the spider from the Ethereal plane to the Prime Material plane and back again in one round. The spider has a -3 bonus to initiative rolls, and if it wins initiative by 4 or more its opponents cannot return the attack. When fighting on the Ethereal Plane, the initiative bonus drops to -1 and opponents can always strike back.

The spider's bite causes opponents to save vs. poison with a -2 penalty or die (immediate onset time).

While the PCs are dealing with the phase spiders, they see what appears to be another such creature lurking in the distance (at the maximum range of their vision). It does not attack; it just seems to be observing. When the party defeats the phase spiders, the watcher disappears. This "phase spider" is actually Naltecatl, a couatl who has been observing the drow in the area. It chooses the form of a phase spider because the drow typically don't attack those creatures. When the PCs attack the real phase spiders, Naltecatl knows they are no friends of the drow. Upon the PCs' victory, the couatl zips off to the Ethereal Plane, assumes the form of a (surface) elf, and returns to speak to the PCs. If the PCs attack Naltecatl, it assumes its true form (regaining 1d12 hit points in the process) and telepathically berates the PCs for being fools.

Naltecatl is curious about what the party is doing down here. If Arquestan sent the PCs on this adventure, Naltecatl knows who they are; the couatl is the friend Arquestan mentioned (see **Book III**). Naltecatl can impart any or all of the following to the PCs:

- A quarter mile beyond this point, the passage splits up into a maze of tunnels infested with driders and renegade drow. Patrols from a drow city nearby frequent the area, too. The drow city is perhaps 15 miles away as the couatl flies and no telling how far away for people on foot.

- The drow are not foolish enough to play around with lawful artifacts such as the *Rod*.

- If the PCs came down here on any other errand except fighting lots of drow, they'd better turn back.

Naltecatl is not willing to accompany the PCs; nor is it willing to let them proceed, as it fears they will cause the drow to become more alert and wary of intruders, which would make spying harder. If the PCs persist, the couatl casts *time stop*, then teleports the lot back to the surface.

Naltecatl (Couatl): AC 5; MV 6, Fl 18 (A); HD 9; hp 51; THAC0 11; #AT 2; Dmg 1d3/2d4 (bite/constriction); SA poison, spells as a 5th level wizard, psionic abilities; SD etherealness; SZ L (12' long); ML elite (14); Int genius (18); AL LG; XP nil; MM/46.

Notes: Bite causes a save vs. poison or die (immediate onset); if a constriction attack hits, the opponent automatically suffers damage each round thereafter until killed or freed.

Spell-like abilities as an 18th level caster: *polymorph self*, *detect good/evil*, *detect magic*, *invisibility*, and *ESP*, all usable at will. Naltecatl can render itself and up to 450 pounds of additional material ethereal whenever it wishes. See the **MONSTROUS MANUAL Tome** for details on psionic powers. If your campaign does not use psionics, Naltecatl has the following additional spell-like powers instead: telepathy at will as if wearing a *helm of telepathy* (but Naltecatl does not have the helm's suggestion power), *teleport* (at will), and *time stop* (once a day). These powers also function at 18th level.

Personality: Inquisitive, judgmental.

Spells (4/2/1): 1st—*color spray*, *grease*, *magic missile*, *shield*; 2nd—*detect invisibility*, *fog cloud*; 3rd—*lightning bolt*.

5. Raiders

A particularly charismatic and forceful drider has gathered a small raiding force of driders and watch spiders and led them from the underdark through area 4 to this chamber. Three of the driders wait quietly in this chamber, keeping watch on the passage to the northwest. They notice any creatures (except invisible ones) entering the intersection at the end of the passage. If the party brings a light source into area 4, the guardians see that before the party actually enters the intersection.

When they notice anything, one drider races to area 6 and the other two hide as best they can, hoping to ambush the PCs as they enter the chamber. When fighting in a 5-foot passage, one drider takes



Spelunking Title

The skum have never been past area 19 in their lives and know nothing about what lies beyond. They don't remember ever seeing the great master. They don't know about the spiders and driders lurking near area 7. The "rope monster" is the cave fisher in area 13a; the skum are quite impressed by it. The "little guardians" are the violet fungi in area 14. The skum don't understand why they are dangerous. They only know that they look like the little master hiding inside a mushroom (their crude description of a violet fungi with its four tentacles).

- If the PCs ask for details about the little guardians, the skum say that they never go into their chambers without visiting the wise women first. The wise women live next to the mud hole and rub people with a special mud that protects them from the little guardians (see area 11 for details).
- After about five minutes of conversation, the skum abruptly stop speaking, as Tichthys has noticed and ordered them to stop. The skum tell the PCs no more, even if charmed or intimidated.

Alert: Tichthys notes the PCs' entry into the complex shortly after the skum notice them. The aboleth sends a telepathic message to all its servants warning them to be on the lookout.

Skum (8): AC 7; MV 6, Sw 15; HD 2+2; hp 15 each; THAC0 17 (16 with Strength bonus); #AT 3 or 1; Dmg 1d6/1d6/2d8 (claw/claw/bite) or 2d4 + Strength bonus; SW -2 attack penalty when fighting on land, -4 saving throw penalty vs. enchantment/charm spells; SZ M (5' tall); ML steady (11); Int semi (3); AL LE; XP 175 each; MCA 1/100.

Notes: 60-foot infravision. Limited telepathy allows communication with aboleths and other skum within 30 yards. Skin dries out after 30 minutes away from water, inflicting 3d4 points of damage on the creature each turn until the skin is wetted again.

Males have Strength 18 (+1 attacks, +2 damage). Females have Strength 18/50 (+1 attacks, +3 damage). Half the group is male, the other half is female.

Mushroom hooks can be used as polearms to allow melee attacks from the second rank for 2d4 points of damage. The usual skum penalty for attacking with a weapon (-2) does not apply.

Special Equipment: Mushroom hooks (similar to pruning hooks), baskets of harvested mushrooms.

Level A

This area is about 150 feet below the surface. The first segment of the *Rod* indicates southeast and down.

4. Passage to the Underdark

You have traversed perhaps 700 feet of twisting passage, plunging downward into the earth. Finally you reach a spot where the tunnel splits into a downward sloping passage to the south and a fairly level passage to the east.

The south passage leads away from Tichthys's lair and into the underdark. If the PCs take this route, they walk for miles without meeting anything. If they have the first segment of the *Rod*, the characters can tell that they're getting off track by checking the direction to the next piece. Near the intersection, the direction to the next piece is southeast. As the party moves down the passage, the direction gradually changes to east and up (the group is moving to the south and descending). Eventually the passage turns west and descends rapidly, taking the party directly away from the next piece of the *Rod*.

If the PCs fail to notice that they are off track, or if they don't have the first segment of the *Rod*, run the following encounter:

After almost five hours of marching, you finally emerge from the constricted tunnel into a broad avenue with a lofty ceiling. There is ample room to walk four abreast if you wish. You haven't the faintest idea where you are, other than deep below the surface of the earth.

The passage is 20 feet wide and the ceiling is some 50 feet above.

If the PCs continue down the wide passage for another 30 minutes, they encounter a group of phase spiders. Occasional patrols of drow passing through this area are in the habit of appeasing these creatures with gifts of food, and the phase spiders expect the same from the party. They do not attack immediately, but they do get impatient, snapping their mandibles hungrily, if the PCs don't produce something tasty for them. Spiders prefer their food live, so the party will be hard pressed to come up with something the creatures like. The phase spiders attack with a



Spelunking

poison; SZ M (6' diameter); ML average (8); Int low (5); AL N; XP 2700 each; MM/326.

Notes: Bite causes opponent to save vs. poison with a +1 bonus or be paralyzed for 2d4 turns (onset time 1d2 rounds).

6a. Sinkhole

Two watch spiders lie hidden in the depths of this hole. If retreating, the drider leader sends the spiders up the walls to harry the party while it casts *invisibility* and prepares to make its last stand. The rough walls in the sinkhole give the drider 50% cover (+4 bonus to AC and saves).

Watch Spiders (Spider, Huge) (2): AC 6; MV 18; HD 2+2; hp 11 each; THAC0 19; #AT 1; Dmg 1d6; SA poison; SZ M (6' diameter); ML average (8); Int low (5); AL N; XP 2700 each; MM/326.

Notes: Bite causes opponent to save vs. poison with a +1 bonus or be paralyzed for 2d4 turns (onset time 1d2 rounds).

7. Sentries

At these two points along the corridor, two watch spiders wait. One spider sits on the floor and looks one direction while the other spider clings to the ceiling and watches the other way. They are sensitive to vibrations and have a chance to detect invisible creatures who approach (see the description for the *invisibility* spell in the PHB).

If one pair of spiders is attacked, the other pair rushes quickly to the scene. The spider on the ceiling always tries to move past the enemy's front rank and attack an unarmored character. They have been trained to recognize spellcasters and attack them in preference to other targets. The watch spiders otherwise remain at their posts until a drider tells them to leave.

Alert: The driders from areas 5 and 6 hear any conflict in this area, unless silenced, arriving within two rounds.

Watch Spiders (Spider, Huge) (4): AC 6; MV 18; HD 2+2; hp 11 each; THAC0 19; #AT 1; Dmg 1d6; SA poison; SZ M (6' diameter); ML average (8); Int low (5); AL N; XP 2700 each; MM/326.

Notes: Bite causes opponents to save vs. poison with a +1 bonus or be paralyzed for 2d4 turns (onset time 1d2 rounds).

Level 2

This level is about 200 feet below the surface; the passage connecting this level to level A is not flat, but does not appreciably rise or descend until the party reaches the natural staircases near area 8. The first segment of the *Rod* indicates southeast and down.

8. More Shriekers

This chamber contains a pile of offal with a fairly strong odor. If the PCs are alert, they can smell it from 40 feet away; otherwise they don't notice until they enter the chamber and defeat the shriekers. Scouts sent ahead of the main party notice the stench.

After negotiating a series of natural staircases that turn in almost a complete circle, you round yet another bend and find yourselves gazing into a tiny chamber filled with mushrooms as tall as barstools. The fungi are clustered around a pile of offal that smells like rotten fish. The stench turns your stomachs. The fungi quiver, seeming to flee from you in slow motion as they emit an all-too-familiar series of piercing shrieks.

The shriekers are the alarm system for this level. Their shrieks are audible throughout the level. The skum have just dumped a fresh pile of trash in the chamber to make sure the shriekers don't leave the room.

Alert: As before, the shriekers' cry alarms the local skum. In area 9, the skum hide and prepare an ambush. The skum in area 10 move into the hallways to the north and prepare missiles. In area 10a, two females stand guard while the swimming skum gather near the edge of the pool, ready to throw their darts from their watery concealment. Finally, the two skum in area 11 are now both awake.

Shriekers (Fungi) (5): AC 7; MV 1; HD 3; hp 14 each; THAC0 17; #AT 0; Dmg nil; SA shriek; SD shriek; SZ M (5' tall); ML steady (12); Int non (0); AL N; XP 120 each; MM/121.

Notes: Light within 30 feet or movement within 10 feet causes a piercing shriek that is audible throughout the complex. If any shrieker is attacked, they all shriek.



Spelunking

9. Lower Mushroom Caverns

These chambers are similar to area 3, with the same types of fungi. The eight skum (four in each chamber) working here are all males. If they hear the shriekers in area 8, the skum hide behind tall mushrooms and await the party's arrival. When the party enters one of the chambers, they charge, and the skum from the other chamber charge in one round later, hoping to hit the PCs in the flank or rear.

If captured and questioned, the skum can give the PCs the same information the skum in area 3 had. Similarly, Tichthys ends the conversation after only a couple minutes.

Alert: If combat persists beyond two rounds, one of the two guards from area 11 joins the melee, after confirming that her partner is awake.

Skum (8): AC 7; MV 6, Sw 15; HD 2+2; hp 15 each; THAC0 17 (16 with Strength bonus); #AT 3 or 1; Dmg 1d6/1d6/2d8 (claw/claw/bite) or 2d4+2 (hook + Strength bonus); SW -2 attack penalty when fighting on land, -4 saving throw penalty vs. enchantment/charm spells; SZ M (5' tall); ML steady (11); Int semi (3); AL LE; XP 175 each; MCA1/100.

Notes: 60-foot infravision. Limited telepathy allows communication with aboleths and other skum within 30 yards. Skin dries out after 30 minutes away from water, inflicting 3d4 points of damage on the creature each turn until the skin is wetted again.

Males have Strength 18 (+1 attacks, +2 damage).

Mushroom hooks can be used as polearms to allow melee attacks from the second rank for 2d4 points of damage. The usual skum penalty for attacking with a weapon does not apply.

Special Equipment: Mushroom hooks (similar to pruning hooks), baskets of harvested mushrooms.

10. Skum Nursery

This chamber has a sandy floor where the skum in the complex incubate their eggs. Currently, there are 38 eggs buried in the sand. It is not obvious where the eggs are, or even that there is anything buried here.

Two skum females are always on guard here, watching over the eggs. If they hear the shriekers in area 8, they take cover in the two openings to the north that lead to area 10a. They hunker down, gaining 25% cover, and hurl their darts at anyone entering the chamber. If they cannot keep foes out of the

nursery, they withdraw north, hoping to lure the enemy into the pool in area 10a.

The two females are slightly more intelligent than the other skum in the complex. If questioned, they are clever enough to lie. They give the PCs pretty much the same information the skum in areas 3 and 9 gave, but they also say that the great master lives at the bottom of the sinkhole in area 16. The skum know this is a lie, but they do not know exactly where the great master is. The only time they have seen Tichthys, the aboleth was in area 19. No matter what the PCs do, they will not admit they are lying, nor will they tell the PCs about their eggs.

The PCs can easily uncover a few eggs by rooting around in the sand. If the skum see the PCs uncover any eggs, they go berserk and attack fearlessly (no morale checks). If tied up or grappled, the skum bite their captors and attempt bend bars rolls to break free of their bonds.

Alert: The 8 skum in area 9 automatically notice any combat in this area, and arrive in one round to attack, probably from the rear. If the eggs are threatened, the guards telepathically call the 20 skum from area 10a, who leave their living quarters and attack fearlessly (no morale checks).

Skum (2): AC 7; MV 6, Sw 15; HD 2+2; hp 15 each; THAC0 17 (16 with Strength bonus); #AT 3; Dmg 1d6/1d6/1d6 (claw/claw/bite) or 1d3+3 (x3) (darts + Strength bonus); SW -2 attack penalty when fighting on land, -4 saving throw penalty vs. enchantment/charm spells; SZ M (5' tall); ML steady (11); Int low (7); AL LE; XP 175 each; MCA1/100.

Notes: 60-foot infravision. Limited telepathy allows communication with aboleths and other skum within 30 yards. Skin dries out after 30 minutes away from water, inflicting 3d4 points of damage on the creature each turn until the skin is wetted again.

Females have Strength 18/50 (+1 attacks, +3 damage).

Special Equipment: Nine darts each.

10a. Skum Barracks

Most of the skum in the complex eat and rest here. At the given time there are 20 adults (6 males and 14 females) here, and 18 immature skum of both genders. One female stands guard at the location marked with an "X," and the remainder are in the pool. If attacked, the guard hurls three darts then dives into the pool.



The pool is more than 70 feet deep, with nearly vertical sides. It has no furnishings. There are 136 darts scattered along the bottom, where the skum can grab them quickly.

If the shriekers gave the alarm, two females are at the location marked "X," and the rest of the adults wait underwater until the PCs arrive. The preferred tactic here is to rise out of the depths and hurl missiles at intruders. The guards hurl three darts a round and the swimmers hurl one dart a round. The immature skum hide in the depths of the pool.

After the initial missile attack, all the skum disappear into the depths of the pool, hoping the PCs will follow. If they don't, the skum pick up darts from the bottom of the pool and rise to the surface to attack again. The skum are satisfied with driving the PCs away from the area; they do not pursue if the party leaves. If the PCs enter the water, the skum attack with fore claws, rear claws, and teeth; if they stay on land but come within reach, the creatures bite and claw. If several skum can reach one opponent, they try to drag him into the pool using their exceptional strength.

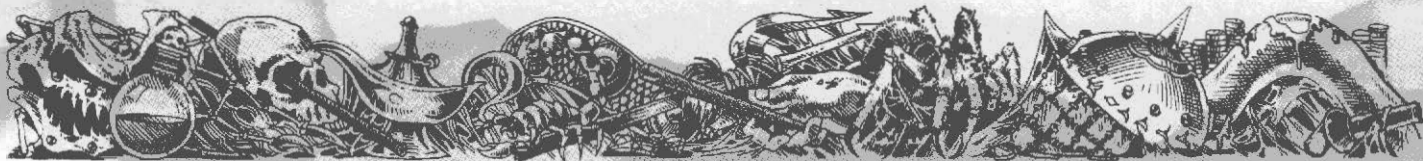
If captured and questioned, the adult skum give the same information as the skum in area 3 do. Females with low intelligence lie about the great

master's location, just as the females in area 10 did. The immature skum have no useful information for the party; they have never been beyond area 10. If there are no adult skum present, however, the immature ones can tell the party about the incubating eggs in area 10. (Adults telepathically shush the kids if they realize what's going on.)

Skum (20): AC 7; MV 6, Sw 15; HD 2+2; hp 15 each; THAC0 17 (16 with Strength bonus); #AT 5 or 3 or 3 or 1; Dmg 2d8/1d6 (x2)/1d8 (x2) (bite, fore claws, rear claws, possible only when fighting in water) or 2d8/1d6 (x2) (bite and fore claws, when fighting on land) or 1d3 + Strength bonus (x3) (darts) or 1d3 + Strength bonus (dart, when in water); SW -2 attack penalty when fighting on land, -4 saving throw penalty vs. enchantment/charm spells, only one dart attack if swimming; SZ M (5' tall); ML steady (11); Int semi-low (3-7); AL LE; XP 175 each; MCA1/100.

Notes: 60-foot infravision. Limited telepathy allows communication with aboleths and other skum within 30 yards. Skin dries out after 30 minutes away from water, inflicting 3d4 points of damage on the creature each turn until the skin is wetted again.

Males (6) have Strength 18 (+1 attacks, +2 dam-



Spelunking

age). Females (14) have Strength 18/50 (+1 attacks, +3 damage). Three females have low intelligence (7).

Special Equipment: Guards begin the encounter with six darts each.

11. Storage Chamber

The trash heap in this room is exceedingly smelly, and the PCs can detect the odor from 20 feet away.

This room serves as a storehouse and an observation post for watching area 12. It contains a pile of harvested mushrooms from areas 3 and 9 and an equally large pile of trash collected from throughout the complex. An untidy heap of baskets (for collecting mushrooms), mushroom hooks, and darts rests in one corner. The heap contains 5 darts +3 gleaned from some adventurers who died trying to explore the complex. The residents have no idea the darts are special.

Two particularly large female skum are here all the time. One snoozes while the other keeps an eye on area 12 through the crack in the west wall while she chops hunks of mushrooms into smaller pieces. The sleeping skum needs one round to wake up.

The skum live here permanently. They have a water trough next to the west entrance where they take turns sleeping. A barrel near the north entrance holds water that the working skum uses to keep her skin wet.

If the skum sees anything except another skum moving through area 12, the one on duty exits north and begins hurling darts while the other grabs a pike and stands at the crack, ready to stab anyone who comes close enough to attack (see area 12).

The skum keep six jars of ointment under the trash pile. Three of the jars are a magical concoction, *ointment of protection from fungi*, that the wizard from area 17 has prepared from the various mushrooms growing in the complex. (This is the "mud" the skum in area 3 mentioned.) The ointment protects creatures wearing it from special attacks of fungoid monsters for a short time; see **Book III** for details. The denizens of the complex use the ointment to protect themselves from the violet fungus in area 14. The skum keep a supply here so they can deliver food to level 3. The other three jars contain nonmagical type N contact poison. (If this is smeared on the skin, the recipient must successfully save vs. poison or die. Even if the saving throw succeeds, the victim suffers 25 points of damage. Onset time is one round.) Tichthys ordered the poison kept here to help frus-

trate intruders' attempts to use the ointment. All six jars look the same. The skum can tell the contents apart by smell.

If the PCs take the skum prisoner, they eagerly offer the contact poison, after giving each jar a good sniff.

If the characters ask about the ointment or press for details about the "little guardians," the skum tell them that a slave who lives near the "rock mine" makes the ointment to protect the great master's servants from the little guardians. They don't know how the slave makes the ointment, just that it requires the mushrooms they gather. If the party asks which mushrooms, the skum say "all of them."

The "rock mine" is the skum's term for area 15, the quarry.

If questioned about other things, the skum give the same information that the skum in areas 3 and 9 give, along with the false assertion that the great master lives in area 16 (see area 10 for details about the falsehood).

Alert: If a battle goes on for more than two rounds, the skum from area 9 run to this area and attack.

Skum (2): AC 7; MV 6, Sw 15; HD 2+2; hp 18 each; THAC0 17 (16 with Strength bonus); #AT 3 or 3 or 1; Dmg 1d6/1d6/2d8 (claw/claw/bite) or 1d3+3 (x3) (dart + Strength bonus) or 1d6+3 (pike + Strength bonus); SW -2 attack penalty when fighting on land, -4 saving throw penalty vs. enchantment/charm spells; SZ M (5' tall); ML steady (11); Int low (7); AL LE; XP 175 each; MCA1/100.

Notes: 60-foot infravision. Limited telepathy allows communication with aboleths and other skum within 30 yards. Skin dries out after 30 minutes away from water, inflicting 3d4 points of damage on the creature each turn until the skin is wetted again.

Pike allows melee attacks from the second rank. The usual -2 penalty for skum attacking with weapons does not apply.

12. Mud Hole

A short, slick natural staircase leads down a few scant feet into a chamber with a high ceiling hung with dozens of stalactites. Some are the size of small trees, but most are smaller, about the size of a man's forearm. Water dripping from the stalactites falls into a murky pool that fills the entire chamber.



Spelunking

The ceiling rises 60 feet up. The stalactites on the ceiling are harmless, though many PCs will be wary of them. The real danger this room presents is in the water, where 16 giant leeches live. Tichthys has specially bred them for toughness. The leeches prefer warm-blooded prey and ignore the skum when they move through the water. The pool is only 2 feet deep.

If PCs wade through the water, however, the leeches attack their legs, unseen beneath the dirty water. The leeches gain a +2 for a rear attack and the character gains no benefits from a shield or Dexterity.

DM Note: The leeches' victims have little chance to notice the attack (see below).

Alert: The skum in area 11 keep watch over this chamber. When the PCs enter, one skum appears at the north entrance and hurls darts at the PCs while the other pokes at them through the crack in the east wall with a pike. The pike can reach the four shaded squares. The skum hurling darts has 25% cover; the one with the pike has 90% cover and can be attacked only with spells or long piercing weapons such as spears. Further, if a battle in this area lasts more than two rounds, the skum from area 9 run to this area and attack.

Giant Leeches (Leech) (16): AC 9; MV 3, Sw 3; HD 4; hp 20 each; THAC0 17; #AT 1; Dmg 1d4; SA blood drain, disease; SZ S (2' long); ML unsteady (7); Int non (0); AL N; XP 270 each; MM/219.

Notes: If a leech scores a hit, it attaches itself and drains blood for four points of damage each round. There is only a 1% chance that the victim knows he has been bitten (anesthetic saliva). The leech remains attached for 10 rounds or until removed. The victim automatically notices the leeches if he loses 50% or more of his original hit points.

There is a 50% chance that anyone bitten will develop a disease that is fatal in 1d4+1 weeks unless cured. The victim shows no symptoms until the final week, when he suffers a fever that reduces Strength and Dexterity by two points each. Lost points return when the disease is cured.

Level B

This level is about 250 feet below the surface. The first segment of the *Rod* indicates southeast and down. The underground river flowing through this level has no connection with any of the other levels.

13. Sinkholes

These chambers have ceilings 5 or 6 feet high and no floors to speak of—just gaping holes. The holes have sloping sides, and Tichthys has ordered his servants to cut crude steps in the slopes. Rogues, skum, and characters with the mountaineering proficiency can manage them without trouble. Other characters using the stairs must make a successful Dexterity check or slip and fall to the bottom after moving 1d4x10 feet. A rope or similar precaution eliminates the chance for a fall. The holes are about 100 feet deep and open into an underground river.

The river's current is swift but not unmanageable. Freefloating characters or objects are pushed along at a rate of 90 feet per round.

The river is 5 feet wide and about 12 feet deep. Beyond the sinkholes the water fills the channel, leaving no air for breathing. The skum use the river to avoid the cave fisher at area 13a. The PCs can do the same if they can swim. If the PCs enter the river and do not exit at the other sinkhole on this level, they can follow the river west (downstream) for several miles until it emerges from a hillside at the surface (the swimmer drowns without the power to breathe water). If they follow it upstream (east), the river goes about a quarter mile until the channel breaks up into dozens of branches too small for the humanoids to traverse.

13a. Cave Fisher

The passage ends in a sheer drop. The bottom is beyond the range of your light, but you can hear water gurgling in the depths. The chasm stretches a good dagger toss to your left and right, but the walls are sheer, with no ledges that would allow you to circle it. Only 15 or 20 feet ahead and to your left, you spy a cave opening with another passage leading away to the north. The gap is almost narrow enough to jump.

The front of Card 1 shows what this area looks like to the PCs. Card 6 has a tactical map of the area.

The chasm is about 100 feet deep. The water the characters hear is the river that connects the sinkholes (area 13). The walls are rough, but slightly slippery. A rogue or mountaineer could climb down into the chasm, swim the river (which is only 5 feet wide), and climb back up the other side. Four climb walls rolls are necessary, two for each wall. If the character falls,



Spelunking

he suffers the appropriate damage for the distance fallen and is swept downstream, where he drowns unless he can breathe water or is swiftly rescued.

The gap between the two passages is only about 20 feet wide—a long jump for a character, especially an encumbered one, without magical assistance. Both passages in this area have smooth walls that don't offer any rough spots for a grapple to catch.

To complicate matters, a cave fisher has made its lair in a niche in the cavern wall (marked with an "X" on the map). A spur of rock blocks it from view. Tichthys keeps it content, regularly sending slaves and skum to "feed" the cave fisher.

The creature has laid its trap line from its niche to the north passage. Anyone jumping or flying across the chasm automatically becomes entangled in the line when he lands. If a character reaches the opening by climbing, secretly roll a saving throw vs. paralysis; if it succeeds, the PC is not trapped (but still does not notice the fisher's line), and the cave fisher reels in the line and shoots it at the character the following round.

The cave fisher is completely hidden from characters standing in the western cave opening and has 25% cover against attacks from characters standing in the north cave opening.

Even if the PCs learned about the cave fisher from the skum in the complex, without magical aid they cannot detect the cave fisher or its trap line before it attacks. When standing in the west cave opening they are too far away from the trap line to see it nonmagically and the monster is hidden behind the rocks.

Cave Fisher: AC 4; MV 1; HD 3; hp 18; THAC0 17 (15 when shooting filament); #AT 2; Dmg 2d4/2d4; SA adhesive filament; SZ M (7' long); ML steady 11; Int semi (3); AL N; XP 175; MM/40.

Notes: Can move freely along vertical surfaces. Adhesive trap line is difficult to detect (20% chance at a distance of 10' or less) without a *detect invisibility* or *detect snares and pits* spell. If a creature becomes attached to the strand the cave fisher reels him in with 18/00 Strength at a rate of 15 feet a round. The strand can be cut only by a +1 or better type S weapon. The adhesive can be dissolved only by alcohol (hard liquor, brandy, or cave fisher blood—wine is insufficient). If no one tangles in the line, the cave fisher can reel it in and shoot the line up to 300' with a THAC0 of 15. When hauling in prey, the creature glues itself in place using its adhesive; it is then impossible for the PCs to dislodge it from its perch.

Level 3

This level is about 300 feet below the surface. The first segment of the *Rod* indicates south and down.

14. Little Guardians

Read the following before the characters enter area 14:

After a long march through another seemingly endless tunnel, you see a fairly spacious cavern opening up ahead; the area seems faintly lit. Somewhere in the distance you hear the tap-tap-tap of hammers chipping away at stone, and your nostrils catch the stench of rotting trash.

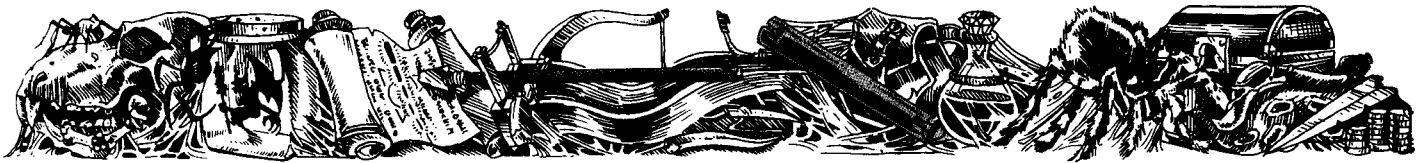
The tapping sound is a product of the slaves working in area 15. The smell originates from the fresh load of offal the skum have dumped in area 14 for the shriekers and violet fungi. The light is from the oil lamps the quarry slaves are using to provide light for their work. The light is too weak to disturb the shriekers in area 14, but strong enough to let the party see a little bit.

The PCs are about 80 feet from area 14 when they see, hear, and smell the things ahead of them. If they douse their lights, they can sneak right into area 14 before being noticed.

The area is thick with trash and normal mushrooms. The shriekers detect any movement in the chamber, even if the characters are invisible and silent. However, they won't notice a character who is flying and invisible.

If the shriekers give the alarm, the violet fungi close in on the intruder and flail away with their tentacles. All the detritus in the chamber allows them to attack invisible characters without penalty. However, if the shriekers don't give the alarm, the violet fungi don't attack. If the PCs charge into the room, they can surprise the shriekers. A *silence* spell will prevent the alarm from spreading, but the party still has to deal with the violet fungi.

Alert: The shrieker's cry sets off events in the surrounding areas. In area 15, the skum drive their slaves into the passages to the east of the chamber and then move to block the south entrance, visible to those in area 14. Meanwhile, in area 17, the drow mage begins a series of actions when hearing the sound of invaders. First, he hides until the kuo-toa



Spelunking

thief from area 18 arrives to check on him. Istovahn kills it, takes its *potion of invisibility*, shuts the door, and then burns his notes containing information on the formula for the fungoid ointment. His actions take a total of five rounds from the shrieker's cry to complete, and thus the PCs could interrupt the process. Back in area 18, the kuo-toa monitor there hides near the south pool and takes a sip from his own *potion of invisibility*. Finally, in area 19, the young aboleth takes a position hiding behind the island.

Shriekers (Fungi) (5): AC 7; MV 1; HD 3; hp 14 each; THAC0 17; #AT 0; Dmg nil; SA shriek; SD shriek; SZ M (5' tall); ML steady (12); Int non (0); AL N; XP 120 each; MM/120.

Notes: Light within 30 feet or movement within 10 feet causes a piercing shriek that is audible throughout the complex. If any shrieker is attacked, they all shriek.

Violet Fungi (Fungi) (4): AC 7; MV 1; HD 3; hp 14 each; THAC0 17; #AT 4; Dmg rot; SA rot; SD shriek; SZ M (5' tall); ML steady (12); Int non (0); AL N; XP 175 each; MM/120.

Notes: Indistinguishable from shriekers until they attack. Attacks with four tentacles; a hit requires a save vs. poison. Failure causes flesh to rot away, destroying the area touched in one round and killing the victim in four rounds. A *cure disease* spell halts the rot, but must be applied before a full round elapses to save the afflicted part. If a PC is hit, roll 1d12 to determine which area of the body is affected: 1=head, 2-3= weapon (or right) arm, 4-5=shield (or left) arm, 6=chest, 7-8=abdomen, 9-10= left leg, 11-12=right leg. If a limb rots, it drops off. Characters who lose an arm lose the use of the arm, but are not otherwise affected. Loss of one or two legs reduces movement to a crawl (movement rate of 1) without a crutch. The character loses six points of Dexterity until the limb is replaced. If the head rots, the character is blinded (-4 penalty to attack rolls and opponents gain a +4 bonus to attack rolls) until he receives a *heal* or *regeneration* spell (*cure blindness* or *deafness* is ineffective) and must pass a system shock check or die. If the character's chest or abdomen rots, he loses 2 points of Constitution and Strength and must pass a system shock check or die. Ability score losses persist until the character receives a *heal* or *regeneration* spell.

15. Quarry

Two dozen slaves (13 level 0 humans and 11 bugbears of mixed gender) are busy quarrying stone under the direction of four skum females. A work gang of 10 skum males are hauling the quarried stone to area 16. The gang hauls a load of freshly cut blocks out of here about every 30 minutes. The skum all wear an ointment that protects them from the violet fungi (see area 17 for details).

The overseers quickly move to defend the chamber when the shriekers raise the alarm, moving the slaves east and marshalling the troops south.

If attacked, the skum in this area will not retreat or flee. The slaves cower in the east passage during the fight and won't emerge unless the PCs drag them. If the PCs burst into the chamber unexpectedly, the slaves drop their tools and cower where they stand (most of them are working in the west half of the chamber).

If questioned, the skum say nothing; they are too afraid of the aboleth in area 19 and the kuo toa in area 18. The slaves are a bit more talkative, but only if the PCs are calm and gentle. Any sign of anger or the slightest hint of violence sets them quaking in their boots. A little food would go a long way toward calming them (the bugbears will feast on the skum if allowed). The slaves can relate the following:

- Most of the slaves were taken in raids by orcs, drow, or other humanoids. A huge fish man, even meaner and uglier than the overseers and workers, bought them from their captors and brought them to work here.
- They do nothing but cut stone (a lot), sleep (not much), and eat (very little). They sleep right in the quarry here when not working.
- Fish men workers bring a pile of mushrooms about once a week. The overseers dole it out slowly.
- Fish men workers haul the stone off to the south. None of the slaves know where the stone goes.
- From time to time, a big fish with tentacles comes to the quarry. The fish men seem to fear it. It selects a slave, and the fish men lead him away. The slave never returns.
- The slaves have never heard the fish men speak. Nor have they ever felt the urge to run away or fight



Spelunking

the fish men. They would like to rest now, but they don't think running away would be a good idea.

The slaves are all under the influence of Tichthys's enslavement power. They will not agree to escape or fight while the aboleth lives, though the PCs can drag them bodily out of the complex. The "big fish" the slaves mentioned is the immature aboleth from area 19. It comes here to select worn out slaves to appease the umber hulk from area 2 and the cave fisher from area 13a.

Alert: If the shriekers failed to give an alarm, sounds of combat here will have the similar results to the **Alert** described in area 14, above.

Skum Overseers (4): AC 7; MV 6, Sw 15; HD 2+2; hp 18 each; THAC0 17 (16 with Strength bonus); #AT 3; Dmg 1d6/1d6/2d8 (claw/claw/bite) or 1d3+3 (x3) (dart plus Strength bonus); SW -2 attack penalty when fighting on land, -4 saving throw penalty vs. enchantment/charm spells; SZ M (5' tall); ML steady (11); Int low (7); AL LE; XP 175 each; MCA1/100.

Notes: 60-foot infravision. Limited telepathy allows communication with aboleths and other skum within 30 yards. Skin dries out after 30 minutes away from water, inflicting 3d4 points of damage on the creature each turn until the skin is wetted again.

Special Equipment: Whips, one jar of ointment of protection from fungi each.

Skum Workers (10): AC 7; MV 6, Sw 15; HD 2+2; hp 18 each; THAC0 17 (16 with Strength bonus); #AT 3; Dmg 1d6/1d6/2d8 (claw/claw/bite); SW -2 attack penalty when fighting on land, -4 saving throw penalty vs. enchantment/charm spells; SZ M (5' tall); ML steady (11); Int low (7); AL LE; XP 175 each; MCA1/100.

Notes: 60-foot infravision. Limited telepathy allows communication with aboleths and other skum within 30 yards. Skin dries out after 30 minutes away from water, inflicting 3d4 points of damage on the creature each turn until the skin is wetted again.

16. Delivery Chute

Cut stone taken from area 15 is carried here and dumped down the sinkhole, where it falls some 300 feet into a flooded cave that is itself several hundred feet deep. About once a day, an aboleth and 36 female skum come to collect the stone and haul it into the depths of the underdark. There, a group of aboleth are building a city.

In the meantime, an eye of the deep keeps watch over the stone. If the PCs begin exploring the flooded cave, the eye of the deep attacks, creating an illusion of a huge vodyanoi. The PCs who note the umber hulk's swift movement have good reason to disbelieve it.

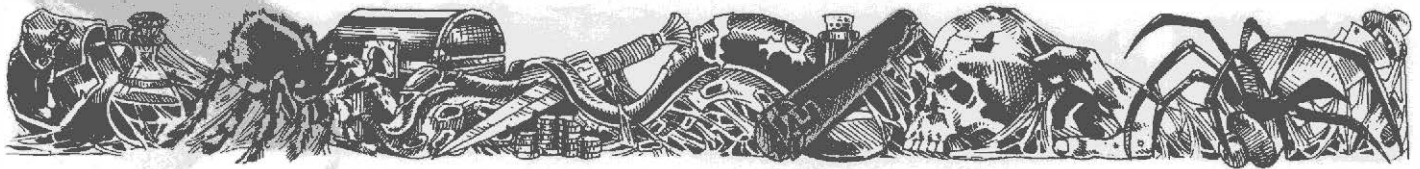
If the PCs notice the eye lurking in the depths and attack, the eye drops the illusion and looses a blinding flash and two *hold* effects from its eyes. It avoids melee. If reduced to 10 hit points or less, it creates the illusion of a cave-in and tries to escape. No sound accompanies the cave-in, but don't mention the inconsistency unless the PCs ask. Disbelief attempts against the cave-in automatically succeed. If not disbelieved, the cave-in causes the characters to roll saving throws vs. breath weapon at -4. If the saving throws succeed, the characters escape the rocks. If the saving throws fails, the characters must roll system shock checks. Failure results in death as the characters are "crushed" beneath the rocks. Success means the characters faint for 1d3 turns. Meanwhile, the eyes scoots in the other direction, escaping into the maze of tunnels leading from the cave.

If the PCs explore the tunnels, they find nothing of interest. If they spend more than a few hours exploring, the aboleth and its servants arrive and attack (use the statistics for Tichthys from area 26 and the female skum from area 10a).

The construction site lies about 20 miles from the sinkhole (and about 40 miles from the drow city mentioned in the description for area 4). The actual path is a maze of submerged passages filled with cross currents and wandering aboleth with their skum attendants. Eventually the PCs get lost in the maze and find that they have circled back to the sinkhole.

Eye of the Deep (Beholder): AC 5; MV Sw 6; HD 12; hp 65; THAC0 9; #AT 3; Dmg 2d4/2d4/1d6; SA illusions, eye rays at will; SZ M (5' in diameter); ML champion (15); Int very (12); AL LE; XP 4,000; MM/25.

Notes: Central eye produces a blinding *light* in a cone 5 feet at its start, 30 feet long, and 20 feet wide at the end. Victims caught in the cone must save vs. poison or be *stunned* for 2d4 rounds. A second save vs. spells must be made; failure results in blindness for two hours. Two eyes produce illusion (treat as a *phantasmal force* cast at 12th level) when used together. If used separately, one eye produces *hold monster* and the other produces *hold person*.



Spelunking

Illusory Vodyanoi (Umbur Hulk): AC 2; MV 6, Sw 24 (illusory speed); HD 8+8; hp not applicable (caster decides when illusion "dies"); THAC0 9 (illusory combat effectiveness); #AT 3; Dmg 3d4/3d4/1d10; SW damage inflicted is illusory; SZ L (8' tall, 5' wide; ML elite (13); Int average (8); AL CE; XP Nil; MM/352.

Notes: Illusory damage persists for a maximum 1d3 turns. If a character is reduced to zero hit points or less by illusory damage, he falls unconscious and must pass a system shock roll. If the roll fails, the character dies. Otherwise the character falls unconscious and reawakens after 1d3 turns with all illusory damage healed (see *PHB*, Chapter 7).

17. Laboratory

Istovahn, a drow mage Tichthys captured a few years ago, calls this chamber home. Unlike the aboleth's other servants, Istovahn has not fallen under the sway of Tichthys's *enslavement* power. The aboleth has used more primitive means to secure the mage's cooperation.

Istovahn's main duty is to produce *ointment of protection from fungi* for use in the complex. Istovahn invented the ointment and now grudgingly processes batch after batch for his captor. He uses several varieties of fungi from the complex to produce the ointment. Currently, however, he has no materials stockpiled. If left undisturbed, he could finish his current batch (five doses) in another week, but the PCs' arrival upsets the process.

If the shriekers in area 14 give the alarm, Istovahn can hear them, even through the secret door leading into this room. He has orders to go to area 19 if there is an attack, but he disobeys them. When he does not arrive, one of the kuo-toa from area 18 runs to this room to see what's going on. Istovahn kills the kuo-toa with his *phantasmal killer* spell, helps himself to the fellow's *potion of invisibility*, shuts the door, burns the notes containing the formula for the ointment (he doesn't want anyone else to have it) and awaits further developments. If the PCs never visit this chamber, Istovahn plans to walk calmly back to the drow city from which he came. If the PCs find him, Istovahn plays the role of the helpless victim (not too far from the truth) and tries to escape when he gets the opportunity.

If the PCs enter the level quietly, Istovahn is busy working on his latest batch of ointment. He quickly throws his notes on the nearest fire when they open the secret door, and the PCs will have to act quickly to save them.

In either case, the PCs have the normal chances to find the secret door leading to this room. If they find the door, they do not have to roll to get it open. Read or paraphrase the following if the PCs enter this chamber. Adjust accordingly if the alarm has not been raised.

The secret door easily swings open to reveal a smoky chamber filled with cluttered workbenches. The air is thick with steam and acrid smoke. Glowing coals give a ruddy cast to the haze. You can hear the soft mummer of pots left to simmer.

A craggy old man wrapped in discolored rags is seated at a bench with his chin propped on the stump where his right hand should be. He has frizzy white hair that probably hasn't been combed in years and midnight blue skin. He stares listlessly at some liquid in a beaker. As he shifts his gaze to you, the liquid boils furiously, and spray of scalding foam shoots out over the bench. The man leaps to his feet, waving his stump and snatching the vessel off the coals with a pair of tongs held in his left hand. That done, the man scratches his nose and sneezes. He looks at you and says, "Shut the door! There seems to be a draft."

If the PCs look around, they will notice that underneath one of the workbenches lies the corpse of the kuo-toa Istovahn killed (if he had time). If the PCs pull out the body and examine it, they can tell it isn't quite the same as the other fish men they have seen in the complex. This one is chubbier and has eyes that bulge. There is also a sword laying on the floor next to the bench. If the PCs ask Istovahn what happened, the drow says that it is best to be careful about what one picks up and drinks in a laboratory.

A careful look at Istovahn reveals that he is not so old as he looked at first, but his time as a prisoner has not left him hale and hearty.

If the PCs attack, Istovahn tries to surrender, begging them to have mercy on a one-handed old man. If the PCs want to talk, he's happy to converse, even if they have been aggressive. Istovahn has the following to offer in response to the PCs' observations and questions. He plays the role of a broken old man to the hilt. He also tries to conceal his intelligence as best he can, attempting to mimic the listlessness and fatigue that plagues the slaves in area 15.

- "Yeah it's smoky in here, but the fires keep the dampness out. Dampness is really hard on the old joints."



- “I work for the masters like everybody else; I just use my head. The master tells me what to do, and I do it.”

- “I don’t know what I’m making. I just do what I’m told.”

- “I was a wizard before I came here, but everybody knows it takes *two* free hands to cast spells.” (He waves his stump.)

- “I was living on the surface when a group of fish men came from a lake nearby and dragged me down here. The fish men cut off my hand so I couldn’t cast spells anymore, then eventually brought me here.”

- “Yeah, here’s a whole batch of what I’ve been making. I guess you can have it.”

- “I don’t think running away is an option. I think I’ll just stay right here.”

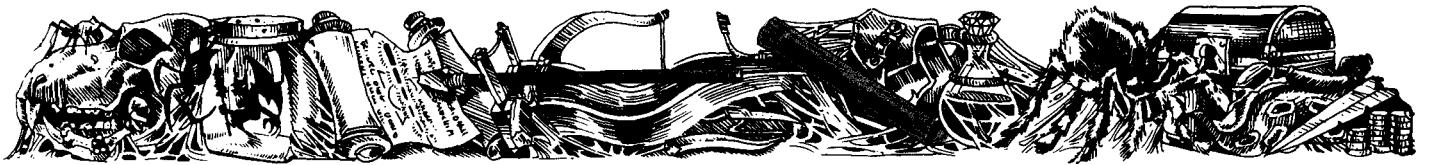
- “If you go out there, watch out for the big fish man. It’s smarter and faster than the others.”

- “Watch out for the big fish, too. It can make you see what isn’t there.”

Most of what Istovahn says are deceptions or outright lies. He’s lying about not knowing what he’s making. He invented the ointment. He’s lying about not wanting to escape. He doesn’t trust the PCs, however, and would rather that they left him behind while they go and fight his captors.

He’s also lying about being kidnapped from the surface. He was leading an expedition to gather mushrooms and Tichthys’s servants caught them. The other drow died during their captivity. If the PCs notice that he is sensitive to light (something that drow who have been acclimated to life on the surface do not have to worry about), Istovahn explains that his long captivity underground has caused him to lose his resistance to light.

If the PCs accept Istovahn’s offered product, they’re in for trouble. Istovahn makes contact poison too, and that’s what he’s offering the PCs. If they balk, he protests that he just made this batch of ointment, and that the masters seem to think what he makes is really important for avoiding their guardians (a true statement, but highly misleading).



Spelunking

Istovahn is telling a partial truth about not being able to cast any spells. For months after losing his hand, he couldn't do any spellcasting. Now, however, he has learned to compensate. He has lost his spellbooks and has no material components, which makes his *wall of iron* spell useless. He can still cast *blur*, *magic missile* and *phantasmal killer*. He can also use his spell-like abilities.

He's telling the truth about the "big fish man" (the kuo-toan monitor in area 18) and the "big fish" (the aboleth in area 19), but Istovahn knows more about them than he's letting on at first. He wants the PCs to defeat these creatures, but he also wants to keep up his facade. If the PCs press for more information about these two creatures, Istovahn reveals the following:

- "The big fish man has sharp eyes and can see invisible things. He can become invisible too. He has a magical net that traps people. Both the fish man and his net can burn."
- "The big fish likes to make images of whole lots of fish men, but watch out for the real fish man. If the big fish gets in trouble, it will run away down through a hole in the bottom of the pool. You should capture the fish if you can. It can people the ability to breathe water, which could allow you to swim down into the hole and get the fish's treasure."
- "I don't get my orders from the big fish, but from another bigger fish I've never seen. I bet the unseen fish lives at the bottom of the hole."

Istovahn is twisting the truth again with his last statement. He has seen the other fish (Tichthys), but doesn't want to admit it.

If the PCs leave Istovahn behind, he waits a bit, then makes a break for area 4. If they drag him along, he goes without too much trouble but tries to escape at the first opportunity.

Istovahn has never seen Tichthys with the *Rod* segment and has no reason to assume the aboleth has it. However, if the PCs ask about it, he enthusiastically describes a powerful magical wand that the "big fish" uses from time to time. Istovahn isn't sure what its powers are, but he says the aboleth treats it like a priceless treasure. Istovahn very much wants the party to go attack the aboleths, so he spins whatever tale he can to convince them that those creatures have what the party is after. If the PCs describe any

of the *Rod's* powers, Istovahn spins a tale about how Tichthys used it once.

The party has one chance to win Istovahn's trust. If they can regenerate his lost hand on the spot, he is impressed. If they do it out of sheer generosity, without trying to use it as a bargaining chip, he is overwhelmed. Kindness is a new concept to him. He then drops his act and tells the PCs everything he knows about the complex:

- Most of the fish men are creatures called "skum," a servitor race created by the aboleths as warriors and slaves. They are deadly fighters underwater.
- There are also a few kuo-toa in the area. The aboleth who runs the place trades them fungi and stone for slaves.
- One kuo-toa (the "big fish man") serves as caretaker for three pools full of giant leeches, which are located due east of here.
- The aboleth leader lives on a lower level that is completely submerged. An exit somewhere in the south end of the pool in area 19 gives the only access to the chief aboleth's lair. The PCs will have to find a way to breathe water if they wish to attack it. The younger, weaker aboleth on this level can grant anyone the ability to breathe water, so capturing it would be a good idea. The PCs can always kill it later. (Impressed by kindness, Istovahn has yet to learn it himself.)
- The pool where the younger aboleth lives is well-stocked with giant crayfish that attack pretty much anything except aboleths.

If the PCs win him over, Istovahn is willing to accompany them. He asks them if they have a bit of sheet iron (for his *wall of iron* spell). If he gave the PCs contact poison, he takes it back, offering his *ointment of protection from fungi* instead. He keeps the *potion of invisibility* he got from the kuo-toa.

If the PCs don't win him over, they still can see through his act and extract some useful information from him. A *detect lie* spell will reveal Istovahn's many falsehoods (provided he fails his saving throw; his magic resistance does not apply). A *know alignment* spell reveals Istovahn's chaotic evil alignment, which should make the PCs suspicious. Though Istovahn is evil, *detect evil* (either the spell or the paladin



Spelunking

10 yards if they are moving, 60-foot infravision, 180 degree field of vision.

Bright light or daylight imposes -1 attack roll penalty; -2 saving throw penalty vs. fire attacks.

Can pummel armed opponents without suffering counterattacks, inflicts double damage when striking to subdue. Subdual results in unconsciousness for 3d4 rounds.

Special Equipment: Glue-covered jack (weapons striking the monitor have a 25% chance of becoming stuck until wielder succeeds with an open doors roll; removing a stuck weapon counts as an attack), *net of entrapment*, *potion of invisibility*, 3 *javelins of lightning*.

Kuo-Toan Thief (Kuo-Toa): AC 4; MV 9, Sw 2; HD 2; hp 10; THAC0 20; #AT 2 or 1; Dmg 1d4+1/1d6 (bite/spear) or 1d4 (dagger); SA thief abilities; SD invisibility detection, resistances, immunities; SW susceptible to light and fire; SZ M (5' 9" tall); ML elite 13; Int high (13); AL NE; XP 175; MM/215.

Notes: Attempts to grapple, tie, grasp, or web succeed only 25% of the time. Half damage from electrical attacks or none if save succeeds; +2 bonus to surprise rolls. Immune to illusions. *Magic missile* causes only 1 point of damage per missile.

Detect invisible, astral, or ethereal creatures within 10 yards if they are moving, 60-foot infravision, 180 degree field of vision.

Bright light or daylight imposes -1 attack roll penalty; -2 saving throw penalty vs. fire attacks.

Backstab for double damage.

Thief Abilities: PP 35, OL 29, F/RT 25, MS 21, HS 15, DN 10, CW 86.

Special Equipment: *potion of invisibility*.

Giant Leeches (Leech) (60): AC 9; MV 3, Sw 3; HD 20@1, 20@2, 20@3; hp 5/hit die; THAC0 19 (1-2 HD), 17 (3 HD); #AT 1; Dmg 1d4; SA blood drain, disease; SZ S (2' long); ML unsteady (7); Int non (0); AL N; XP 65 each (1 HD), 120 each (2 HD), 175 each (3 HD); MM/219.

Notes: If a leech scores a hit, it attaches itself and drains blood for four points of damage each round. There is only a 1% chance that the victim knows he has been bitten (anesthetic saliva). Once attached, the leech drains blood for one point of damage per hit die of the leech each round. The leech remains attached for 10 rounds or until removed. The victim automatically notices the leeches if he loses 50% or more of his original hit points.

There is a 50% chance that anyone bitten will

develop a disease that is fatal in 1d4+1 weeks unless cured. The victim shows no symptoms until the final week, when he suffers a fever that reduces Strength and Dexterity by two points each. Lost points return when the disease is cured.

18a. Kuo-Toa Barracks

The two kuo-toa from area 18 rest here. The chamber contains two piles of wet seaweed (comfy beds for kuo-toa), two barrels (one filled with fresh bedding, one filled with live crayfish), and a small shrine dedicated to Blibdoolpoolp, the kuo-toan goddess.

The shrine is a large block of soapstone with a coral statuette of the goddess standing atop it. The stone is a cube about a foot square with rounded corners and edges, as though smoothed by running water. The top and bottom are featureless, but each of the four sides is engraved with an outline of an lobster claw spread wide. The statue is about 2 feet high and depicts the goddess (a female human body with a lobster's head and claws) standing with one arm upraised. The block weighs about 160 pounds. The statue weighs about 25 pounds. Together, the block and statue are worth 500 gp. Without the block, the statue is worth 400 gp. Without the statue, the block is worth 25 gp.

19. The Little Master

A young aboleth, Tichthys's offspring, lairs here, keeping watch over the level and tending to the giant crayfish Tichthys keeps in the pool.

The pool has sheer sides and is about 15 feet deep except for the area around the sinkhole in the south end. Within 10 feet of the sinkhole, the pool is about 20 feet deep, and the sinkhole itself is 30 feet deep. The crayfish tend to stick to the shallow end of the pool, and the aboleth spends most of its time on the bottom near the sinkhole.

When alerted by the shriekers or the vibrations of combat, the aboleth takes cover behind the island (at the point marked with an X) and keeps a careful watch for intruders. Only a small part of the aboleth's head and one of its eyes sticks up over the island. The party will not see the aboleth unless they are using a *detect invisibility* spell or spend a full round studying the island.

When it sees the party, the aboleth creates an illusion of a line kuo-toan priests rising out of the pool to hurl bolts of lightning:



Spelunking

The east end of the chamber you're standing in is filled with a pool of rippling water. A large, flat rock at the pool's north end forms an island about half a foot high. Before you can notice any other details, the pool fairly boils and almost a dozen scaly humanoids with goggle eyes erupt from the water. Your nostrils are filled with the scent of spray and fish. The creatures form a cordon down the pool's length. Most of them stand in mid-pool, ankle deep in water, but two have climbed atop the island. They fix you with fishy stares as they link arms. A nimbus of power crackles to life around the line, and you feel the prickle of electricity tickling your skin.

The location of the illusory kuo-toa is indicated on the map by points marked with circles.

The illusory kuo-toa unleash a bolt of lightning, automatically winning initiative (one clue to the players that all is not what it seems). The bolt is 5 feet wide and 30 feet long (identical to the stroke produced by a *javelin of lightning*); the aboleth aims the bolt to strike as many PCs as possible. If the characters do not disbelieve, they are entitled to saving throws vs. spells. The bolt delivers 10 points of damage to characters who succeed with their saving throws and 20 to those who fail. Illusory damage persists for a maximum of 1d3 turns (see *PHB*, Chapter 7).

If the PCs retaliate with spells or missiles, their attacks appear to have no effect. Missiles seem to bounce harmlessly off the kuo-toa, and visible spell effects appear to stop only inches from the creatures.

The aboleth keeps up the lightning bolt assault for as long as it seems to be effective. It hopes to drive the PCs away or lure them into the pool. If the PCs try to melee the illusory kuo-toa, they're in for a shock, because the pool is much deeper than the illusion makes it appear to be. Characters who rush in fall into the pool and tumble to the bottom. Each giant crayfish lurking in the shallow end gets a free attack on a character who falls into this end. Characters who fall into the deep end don't suffer any attacks, but sink 20 feet the first round to the pool's bottom.

If the kuo-toa from area 18 retreated here, they will attack characters who fall in the water. Otherwise, they make their way to the island. From there, the monitor will hurl *javelins of lightning* at the party (attempting to confuse the issue of which lightning assaults are real and which are illusory).

If characters fall into the water, the aboleth drops

the illusion and uses its enslavement power. Its first choice is characters floundering in the deep end of the pool, but not in melee with a kuo-toa; failing that, it uses the power on any character within range and not engaged in melee.

If the PCs spoke to Istovahn in area 17 before coming here, they probably got a warning about the aboleth's illusions. If so, they can automatically disbelieve the illusory fish men and suffer no damage at all. If the PCs don't believe the illusion, the aboleth notices after one round and switches tactics. It creates an illusion of itself, leaping out of the water and wiggling up on shore, using a bed of rancid slime to help it along. The illusory aboleth flails with its tentacles and its rubbery body seems to shed most blows (hence the low armor class).

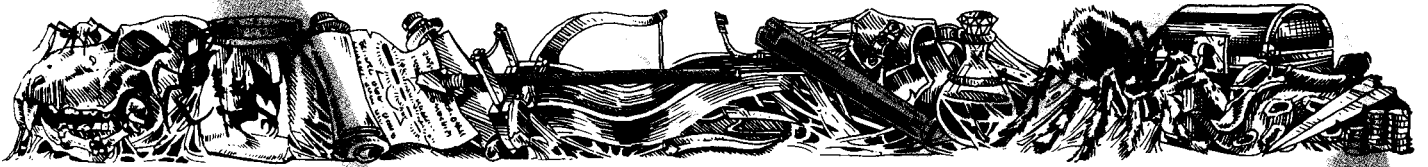
After three rounds of combat, the illusory aboleth slithers back into the pool and disappears as the aboleth drops the illusion. The next round, the aboleth begins using its enslavement power.

Enslaved characters do not turn on their comrades. The aboleth commands them instead to remove all their equipment and hurl it into the deep end of the pool. Once that is done, they are directed to "bathe" in one of the pools full of giant leeches in area 18. The enslaved characters believe the leeches are good for them, and remain in the pool for 2d4 rounds or until they lose 50% of their hit points to the leeches. Thereafter, they simply lounge around until the aboleth is killed or the aboleth gives them further orders (which it will not do unless the party is killed or driven away). If the aboleth escapes (see below), enslaved characters wish to remain where they are. They refuse to take part in the adventure any further. Like the slaves from area 15, they must be dragged along to continue travelling with the party.

If attacked, the aboleth fights back with its tentacles. It sticks to the pool, however, where the water gives it cover against missiles and most melee weapons and the crayfish can join the fray. While submerged, the aboleth and the crayfish have 90% cover against spells and missiles directed at them from the surface and cannot be attacked with slashing or bludgeoning weapons. Certain spells, such as *lightning bolt*, are not blocked by water. (For more information, see "Underwater Combat" in Chapter 9, *DMG*.)

If reduced to 10 hit points or less, the aboleth tries to flee through the sinkhole to level 4. The crayfish fight to the death.

If the characters prevent the aboleth from escaping (by blocking the sinkhole or immobilizing it some-



Spelunking

how), it tries to bargain. It contacts the PCs telepathically, telling them that the “big one” has all the treasure. If the PCs seem agreeable, the aboleth explains that the party must go down the sinkhole. If the PCs cannot breathe water, the aboleth offers to use its mucus cloud to grant them the ability, but it does not tell them how long it lasts or how to get rid of it.

If the party asks how long the effect lasts, the aboleth has a hard time explaining, as its concept of time is very different from the PCs'. It has no concept of days, hours, or minutes. (The aboleth isn't stupid, but it has spent its whole life underground.) If the PCs press for a duration, the aboleth explains that the effect sometimes lasts a very little time—enough for the slaves to cut two loads of stone from the quarry—or a fairly long time—enough for six loads of stone—or an intermediate time—three or four loads. A character skilled in engineering or mining can translate that to the effect's true duration—1d3 hours.

If the PCs ask what they will find down the sinkhole, the aboleth relates the following:

- “You will pass a guardian, but that won't hurt you once you're covered with slime.” (It gives the PCs a

squirt of mucus when it says this.)

The statement is true, but the slime the aboleth is actually referring to is the slime from its belly, not the mucus. The aboleth is trying to pull a fast one on the PCs. A *detect lie* spell won't expose the deception.

- “Next, you'll have to run a gauntlet of guards. No way to avoid that.”

The aboleth is referring to area 21. The aboleth describes the general set-up if the PCs press for more information; see the area description for details.

- “Finally, you'll go down a long corridor and around a sharp bend. The master awaits you beyond it.”

The aboleth is referring to area 22, but it is describing the area when it is veiled, not as it really appears. If the PCs press for more details, the aboleth claims it cannot predict what will happen when the party reaches the bend, which is true. The aboleth reveals no more, even on pain of death.

If the party leaves the aboleth behind, it flees to area 16 and exits the complex. It has no desire to face Tichthys after failing to defeat the PCs. If the party forces it to





Spelunking

come along, it takes them as far as area 20, then attacks after it leads the group into the crayfish's lair.

Young Aboleth (Aboleth): AC 4; MV 3, Sw 18; HD 4; hp 23; THAC0 17; #AT 4; Dmg 1d4/1d4/1d4/1d4 (tentacle); SA skin transformation, mucus cloud, illusions, enslavement; SZ L (12' long); ML 13; Int high (14); AL LE; XP 650; MM/6.

Notes: Tentacle hit causes save vs. spell or target's skin becomes a clear membrane in 1d4+1 rounds; the membrane must be kept damp and cool or the victim suffers 1d12 points of damage each turn. *Cure disease* halts the transformation and *cure serious wounds* causes the membrane to revert to normal skin.

When underwater, can create a cloud of mucus one foot thick. Creatures inhaling the mucus save vs. poison or lose the ability to breathe air and gain the ability to breathe water for 1d3 hours. Wine or soap dissolves the mucus.

Can create vivid illusions with sound, smell, taste, and touch. Illusions last as long as the aboleth concentrates, and for four rounds thereafter.

Three times a day, can attempt to enslave a creature within 30 feet. The target must save vs. spell or follow all the aboleth's telepathic commands (range one mile). The slave cannot be forced to fight for the aboleth. Enslavement lasts until dispelled or until the enslaving aboleth is killed.

The aboleth has a limited form of telepathy that allows it to communicate with the PCs, but no other psionic powers. Glands on the creature's underside excrete a slime that gives the creature a distinctive, rancid smell.

Giant Crayfish (Crustacean, Giant) (5): AC 4; MV 6, Sw 12; HD 4+4; hp 24 each; THAC0 15; #AT 2; Dmg 2d6/2d6; SA -2 to opponent's surprise rolls; SD immune to attacks that affect sight; SZ L (8' long); ML elite (13); Int non (0); AL N; XP 270 each; MM/50.

Notes: The crayfish are blind. They are immune to illusions, invisibility, blinding, displacement, and all other effects that impair or fool sight. The giant crayfish will not enter the radius of an *airy water* spell.

Illusory Aboleth: AC -2; MV 18 (illusory speed), Sw 18; HD 8; hp not applicable; THAC0 17; #AT 4; Dmg 1d8/1d8/1d8/1d8 (tentacle); SA constriction; SD immune to damage; SZ H (20' long); ML 13; Int high (14); AL LE; XP nil; MM/6.

Notes: Tentacles grab when they hit, inflicting 1d8 points of illusory damage each round.

Illusory damage persists for a maximum 1d3 turns. If a character is reduced to zero hit points or less by illusory damage, he falls unconscious and must pass a system shock roll. If the roll fails, the character dies. Otherwise the character falls unconscious and reawakens after 1d3 turns with all illusory damage healed (see *PHB*, Chapter 7).

Level C

This level is about 350 feet below the surface and is entirely filled with murky water. Maximum vision range is 15 feet, but within that range invisibility is useless—an invisible creature makes a visible hole in the murk. In addition, missile weapons are useless, except for specially prepared crossbows (triple the normal cost). Slashing or bludgeoning weapons are ineffective unless the wielder receives a *free action* spell or wears a *ring of free action*. Fire-based spells are ineffective. Note that characters within the radius of an *airy water* spell can move, attack, and use fire freely. The spell generates a great deal of noise, however, and the PCs cannot surprise the creatures on this level or level 4 when they are using it. For a more complete description of underwater combat, see *DMG*, Chapter 9.

The first segment of the *Rod* indicates south.

20. Guardian

Tichthys's experiments have produced the monster crayfish that lies here, waiting for any unwary creature to blunder into its claws. It has been well trained to leave the aboleths alone, and anyone smeared with the rancid slime from an aboleth's body can pass this chamber unmolested. If the PCs are proceeding without slime, the dark waters will allow the crayfish an attempt to surprise.

The creature is prone to attacking skum when they pass by, but they have learned to appease it with some of the smelly mushrooms from areas 3 and 9. If the PCs offer the crayfish some mushrooms, there is only a 20% chance per round that it will attack.

The portcullis on the east side of the room keeps the crayfish from wandering down to level 4. It is not inclined to climb up the sinkhole to level 3. The portcullis has no mechanism; it must be lifted through sheer strength. If characters with at least 36 points of combined Strength try to lift the portcullis, they can do so in two rounds. No more than three characters can combine to lift it. A single character



Spelunking

also can lift it in two rounds if he succeeds with a bend bars/lift gates roll.

Gargantuan Crayfish (Crustacean, Giant): AC 1; MV 6, Sw 12; HD 8+8; hp 48; THAC0 11; #AT 2; Dmg 3d8/3d8; SA -2 to opponent's surprise rolls; SD immune to attacks that affect sight; SZ H (12' long); ML elite (13); Int non (0); AL N; XP 3,000; MM/50.

Notes: The crayfish is blind. It is immune to illusions, invisibility, blinding, displacement, and all other effects that impair or fool sight. *Airy water* spells do not prevent the crayfish from attacking.

21. Murder Holes

A series of natural fissures in the walls here inspired Tichthys to create a nasty surprise for intruders who win past the crayfish in area 20. Five male skum are always on duty here, keeping watch on the corridor. They notice any combat in area 20, even if it is silenced. (Vibrations and blood in the water alert them.)

When they spot intruders, they attack through the cracks in the corridor wall with their tridents. The tridents reach the squares in front of the holes and one square to the left and right. The skum have 90% cover when attacking through the holes. There is also a change that anyone hit with a trident will be snagged and dragged against the hole to be bitten (see the notes after the skum's statistics).

If the PCs study the corridor before moving down it, they have the same chance of noticing the cracks as they have for finding secret doors. The cracks become obvious when the skum attack.

If the PCs get past the skum, the survivors swim to area 22 and join the guards in their ambush. Should the PCs break through the wall and pursue, two skum attempt to hold the passage while the rest flee. The wall is sturdy, and only magical means such as a *transmute rock to mud* spell or a *passwall* spell breach the wall quickly.

Skum (5): AC 7; MV 6, Sw 15; HD 2+2; hp 15 each; THAC0 17 (16 with Strength bonus); #AT 5 or 1; Dmg 2d8/1d6 (x2)/1d8 (x2) (bite/fore claws/rear claws) or 1d8+3 (two-handed trident + Strength bonus); SW -4 saving throw penalty vs. enchantment/charm spells; SZ M (5' tall); ML steady (11); Int low (7); AL LE; XP 175 each; MCA1/100.

Notes: 60-foot infravision. Limited telepathy allows communication with aboleths and other skum within 30 yards. Skin dries out after 30 minutes away

from water, inflicting 3d4 points of damage on the creature each turn until the skin is wetted again.

Trident hit on an attack roll of 16 or better snags the opponent. The next round, the skum drags the character up to the murderhole and can bite, hitting automatically. The character must win an opposed Strength roll to get free. (To win, the character must roll under his Strength score on 1d20 and the number must be higher than what the skum rolls. If the both the character and the skum roll the same number, it is a tie. If both the character and the skum fail the Strength check, it is a tie.) The skum here have 18 Strength. The skum penalty for attacking with weapons does not apply.

Level 4

This level is about 375 feet below the surface. Like level C, it is filled with murky water, and the same conditions that apply on level C (see page 65) apply here.

The characters get no indication of direction from the first segment of the *Rod* because they are within 70 yards of the next piece (see **Book III**, page 5).

The PCs have reached Tichthys's last line of defense. When they reach area 23, Tichthys personally counterattacks.

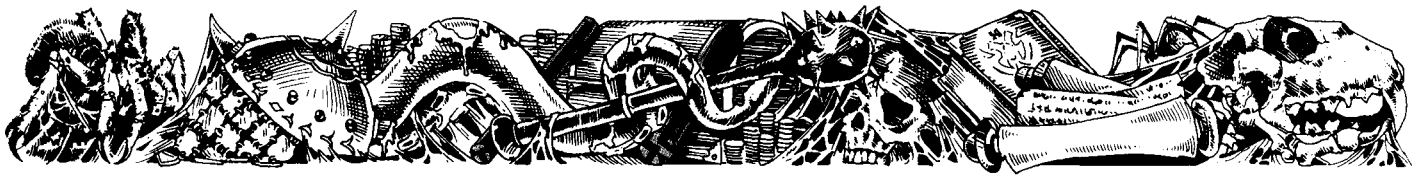
22. Guardpost

Ten male skum live here. Under normal circumstances, half are asleep and the other half keep a sharp lookout for intruders. Unless the PCs got this far without being detected, all the skum are awake and waiting in ambush for the party. Tichthys has made things more interesting by using its *veil* power to make the chamber appear to be an extension of the passage the party has been following.

The shaded area indicates the illusory walls. The skum's positions are marked with X's.

Even if the PCs are on the lookout for illusions, they can't detect this one without a *true seeing* spell, *gem of seeing*, or similar magical aid. The illusory walls look, feel, smell, and even taste like real stone. (Touching the illusion does not dispel it.) If the PCs look carefully, they notice hairline cracks in the walls where the skum are standing. While veiled, the skum look like separate chunks of rock.

The skum attack when the entire party has entered the room or whenever the PCs start getting suspicious. In the former case, the PCs are ambushed. The skum get a free round of attacks, and *then* the party has to roll for surprise. (The skum cannot be surprised.)



Spelunking

Even after the skum attack, the chamber looks like a passage with a five-foot alcove every place where a skum was standing. The skum can move freely about the chamber during the melee. To PCs who believe the illusion, the skum appear to be walking right though the walls. This gives the PCs ample reason to disbelieve the illusion. If they opt to walk through the wall instead, a character inside a "wall" can see nothing, and moves in a random direction (use the grenade scatter diagram from Chapter 9 of the *DMG*) unless he makes a successful Wisdom check. PCs who blunder into area 23 have to face the crayfish.

Skum (10): AC 7; MV 6, Sw 15; HD 2+2; hp 15 each; THAC0 17 (16 with Strength bonus); #AT 5; Dmg 2d8/1d6 (x2)/1d8 (x2) (bite/fore claws/rear claws); SW -4 saving throw penalty vs. enchantment/charm spells; SZ M (5' tall); ML steady (11); Int low (7); AL LE; XP 175 each; MCA1/100.

Notes: 60-foot infravision. Limited telepathy allows communication with aboleths and other skum within 30 yards. Skin dries out after 30 minutes away from water, inflicting 3d4 points of damage on the creature each turn until the skin is wetted again.

23. The Master's Pet

The biggest, meanest crayfish Tichthys's experiments have produced lives here. Tactical Map F4 shows the area.

The crayfish is vicious and always ravenously hungry. It attacks anything that comes within reach, even the immature aboleth and characters smeared with slime, unless Tichthys is present to warn it away. It lurks unseen in one of the two sinkholes (50% chance for either) and rushes out at its prey, imposing a -2 penalty to the opponent's surprise roll.

The two gates to the south exits look exactly like the portcullis in area 20, but they open by pulling on the bottom. Close examination of the ceiling near the portcullis will reveal small hinges. If the characters try to lift them, they can work all day and gates won't budge. If the characters pull, a successful open doors roll gets them open. Of course, a PC also can bend the bars and squeeze through the gap.

The gate leading east is similar to those above, except that the PCs must push on the bottom to get it open.

Alert: The aboleth joins the fray when the PCs enter this area, even while actually remaining physically in its lair. Tichthys begins the attack by sending an illusory purple worm to assault the party, appar-

ently bursting through the portcullis (see area 26). Should the party rush through this chamber without pause, Tichthys adapts his plan quickly and plans his ambush for the party when they enter area 25.

Gargantuan Crayfish (Crustacean, Giant): AC 1; MV 6, Sw 12; HD 8+8; hp 72; THAC0 11; #AT 2; Dmg 3d8/3d8; SA -2 to opponent's surprise rolls; SD immune to attacks that affect sight; SZ H (12' long); ML elite (13); Int animal (1); AL N; XP 4,000; MM/50.

Notes: The crayfish is blind. It is immune to illusions, invisibility, blinding, displacement, and all other effects that impair or fool sight. *Airy water* spells do not prevent the crayfish from attacking.

24. Crayfish Breeding Cavern

Tichthys uses this area to breed and raise the crayfish found elsewhere in the complex. A look through the gate reveals dozens of the creatures in sizes ranging from a few inches to more than a foot. The bigger ones are hiding deeper in the cavern. The biggest one lies in the sinkhole.

If the PCs enter the cavern, nothing happens until they come within 10 feet of the sinkhole. When they do, the gargantuan crayfish attacks and the giant crayfish join in one round later.

Gargantuan Crayfish (Crustacean, Giant): AC 1; MV 6, Sw 12; HD 8+8; hp 50; THAC0 11; #AT 2; Dmg 3d8/3d8; SA -2 to opponent's surprise rolls; SD immune to attacks that affect sight; SZ H (12' long); ML elite (13); Int non (0); AL N; XP 3,000; MM/50.

Notes: The crayfish is blind. It is immune to illusions, invisibility, blinding, displacement, and all other effects that impair or fool sight. *Airy water* spells do not prevent the crayfish from attacking. The giant crayfish will not attack a creature covered with slime taken from a living aboleth within the past 10 hours.

Giant Crayfish (crustacean, giant) (6): AC 4; MV 6, Sw 12; HD 4+4; hp 24 each; THAC0 15; #AT 2; Dmg 2d6/2d6; SA -2 to opponent's surprise rolls; SD immune to attacks that affect sight; SZ L (8' long); ML elite (13); Int non (0); AL N; XP 270 each; MM/50.

Notes: The crayfish are blind. They are immune to illusions, invisibility, blinding, displacement, and all other effects that impair or fool sight. The giant crayfish will not enter the radius of an *airy water* spell. The giant crayfish will not attack a creature covered with slime taken from a living aboleth within the past 10 hours.





25. False Treasure Room

The floor, walls, and ceiling in this room are covered with rancid slime. (Although the slime came from Tichthys, it is too old to be used as crayfish repellent.)

The slime is thick enough to conceal the sinkhole in the southwest corner. Characters wading in that area (not swimming) without probing the floor fall in, suffering 2d6 points of damage from the hard landing. If the characters follow the tunnel at the base of the sinkhole, they arrive in the center of area 26 (see map).

Scraping the slime off any surface releases a cascade of coins and a few gems. If the characters clean and search the whole chamber, they find 15,000 corroded coins (8,000 cp and 7,000 sp), 124 gems (10 gp each), a string of white pearls (200 gp total value; they're very small), and 22 golden bars (actually gold-plated copper; value 2 gp each).

Tichthys left the treasure here to delay greedy invaders.

Alert: If for some reason the aboleth did not gain the opportunity to engage the PCs in area 23, it will attack while they are here, using the plan of attack described below (see area 26).

26. The Master's Chamber

Tichthys, the aboleth who rules this complex, makes its lair here. The chamber's ceiling rises some 40 feet. The whole chamber is coated with a thick layer of slime but has no other furnishings.

The two alcoves in the north wall are about 15 feet off the floor. They are about 10 feet high and packed solid with slime. The easternmost contains an incubating aboleth egg.

As mentioned above, Tichthys does not await the party's arrival in its lair. It counterattacks when they enter area 23. Tichthys remains in area 26, looking down the passage to the northwest.

Tichthys begins by sending an illusory purple worm to attack the party. The worm attempts to bite and swallow one character each round. The party's blows seem to hurt the worm (the characters see wounds and blood), but the creature seems to ignore the damage. Swallowed characters never seem to cut their way out. When the PCs discover the worm's true nature, Tichthys uses *domination* on the party warrior or rogue, guessing that they have the lowest Wisdom score. Tichthys does not attempt to dominate elves or half-elves.

If the *domination* attempt succeeds, Tichthys bids

its new minion to pummel the party's spellcasters; this does not grant the victim a new saving throw, however. Tichthys continues making *domination* attacks until it uses the power five times or a PC engages the aboleth in melee, whereupon it uses the *Rod's slow* power on the party.

If Tichthys or one of its servants ever witnesses the party using the first segment of the *Rod*, the aboleth takes a different tack. Its *domination* attacks are then directed at the *Rod* wielder. Tichthys recognizes the segment even if it still is attached to the handle, and correctly surmises that anyone bringing a "wand" that heals wounds into the complex must be after the second piece of the *Rod*. If it cannot *dominate* the *Rod* wielder, Tichthys shows its segment to the group, using the *slow* power as it does so. "So this is what you want?" the aboleth declares. The next round, Tichthys hurls the segment to the floor, where it disappears. "How fast can you swim?" it asks. When the PCs approach the area, they see a gaping crack in the floor with no visible bottom. The crack is an illusion. Tichthys caught the segment with a tentacle and secreted it in the slime on its belly. After pretending to throw away the *Rod*, Tichthys resumes the battle.

In any case, Tichthys withdraws up the sinkhole to area 27 when the party gets close enough to melee. See that area's description for details.

Illusory Purple Worm (Worm): AC 6; MV 9, Br 9, Sw 24 (illusory speed); HD 15; hp not applicable (does not "die"); THAC0 13 (illusory combat effectiveness); #AT 1; Dmg 2d12; SA swallow; SZ G (25' long); ML not applicable (never checks morale); Int non (0); AL N; XP Nil; MM/364.

Notes: Illusory damage persists for a maximum 1d3 turns. If a character is reduced to zero hit points or less by illusory damage, he falls unconscious and must pass a system shock roll. If the roll fails, the character dies. Otherwise the character falls unconscious and reawakens after 1d3 turns with all illusory damage healed (see *PHB*, Chapter 7).

Attack roll that exceeds required score to hit by 4 or more indicates victim has been swallowed. Swallowed characters can escape only by disbelieving. If they fail to escape in six rounds they must pass a system shock roll as described above.

Aboleth: AC 4; MV 3, Sw 18; HD 8; hp 46; THAC0 13; #AT 4; Dmg 1d6/1d6/1d6/1d6 (tentacle); SA skin transformation, mucus cloud, illusions, enslavement,



Spelunking

psionic powers; SZ H (20' long); ML 13; Int high (14); AL LE; XP 2,000; MM/6.

Notes: Tentacle hit causes save vs. spell or target's skin becomes a clear membrane in 1d4+1 rounds; the membrane must be kept damp and cool or the victim suffers 1d12 points of damage each turn. *Cure disease* halts the transformation, and *cure serious wounds* causes the membrane to revert to normal skin.

When underwater, can create a cloud of mucus one foot thick. Creatures inhaling the mucus save vs. poison or lose the ability to breathe air and gain the ability to breathe water for 1d3 hours. Wine or soap dissolves the mucus.

Can create vivid illusions with sound, smell, taste, and touch. Illusions last as long as the aboleth concentrates, and for eight rounds thereafter.

Three times a day, can attempt to enslave creatures within 30 feet. The target must save vs. spell or follow all the aboleth's telepathic commands (range one mile). The slave cannot be forced to fight for the aboleth.

See the MONSTROUS MANUAL Tome for details on psionic powers. If your campaign does not use psionics, the aboleth has the following additional spell-like powers instead: *veil* (once a turn), telepathy at will (can read the thoughts of any creature within 60 feet, one creature per round; also can communicate telepathically at any range, but can only detect thoughts the subject is willing to send if the range is greater than 60 feet), *domination* (five times a day). These powers function at 12th level.

Special Equipment: Second segment of the *Rod of Seven Parts*.

27. Treasury

This chamber's floor is about 20 feet higher than the rest of the level. Every surface is slime covered, just like areas 25 and 26. Tichthys keeps its most valuable treasure here, and it is here that the aboleth makes its last stand against the PCs.

If it gets here ahead of the PCs, it creates an illusion of itself blocking the sinkhole and fighting off the party as they swim or climb up through that opening. The illusory Tichthys has the same statistics as the real one, but its **tentacles** don't transform skin. If the PCs "kill" the illusory aboleth (which will "die" at the appropriate moment), Tichthys uses its *veil* power to conceal itself as a huge rock. It is willing to let the party loot its treasury if that means it will survive.

If the PCs are hot on its tail, Tichthys blocks the sinkhole with its own body and fights to the death. It

expects no quarter from the party. Likewise, if the party detects Tichthys while it is pretending to be a rock, the aboleth fights to the death.

While defending the sinkhole, only one PC at a time can fight. A character with a long thrusting weapon, such as a spear, can stand behind the lead character and jab, but Tichthys (and its illusory double) has an effective armor class of -4 because the sinkhole's twisting walls get in the way. Tichthys and its double also gain a +1 bonus to attack rolls and initiative for being higher than the enemy. Characters who cannot swim or fly receive a -6 initiative penalty when attacking up the sinkhole.

Once the PCs defeat Tichthys, they can explore the chamber. Besides the second segment of the *Rod* (secreted in the slime on its belly), Tichthys has accumulated 7,000 sp, 4,000 gp, 2,000 pp, 4 base 50 gp gems, 2, base 500 gp gems, a platinum statue of the drow goddess Lolth worth 5,000 gp intact (2,000 gp if melted down), a *cloak of the manta ray*, a *philter of love*, and a full set of *Nolzur's marvelous pigments*.

Afterward

The PCs have no trouble leaving the complex after slaying Tichthys and recovering the *Rod*. Those residents with any intelligence (skum and the like, but not the fungi) are quite content to let them go. If the PCs return to the complex after slaying the aboleth, they find a group of drow. The dark elves are using the complex as a fungi farm and an outpost for raiding the surface. If Istovahn survived and escaped, the one-handed wizard is an important member of the hierarchy and has turned whole sections of the complex into breeding grounds for various slimes, oozes, and molds. The drow have killed or driven away Tichthys's former servants. They have sealed off the sinkholes in areas 16 and 19. They have set up a guardpost and a portcullis at area 4.

If the PCs retreat back to the surface before confronting Tichthys and recovering the *Rod*, they can return, but Tichthys uses the intervening time to make his lair a bit more formidable:

- If the PCs turned back before reaching level 2, Tichthys bids its servants to block the entrance to the complex. They block both passages to area 1b with cut stones from the quarry (area 15). The walls they build are 8 feet high, 5 feet wide, and 2 feet thick. Tichthys also places a shrieker and a violet fungus



Spelunking

behind each wall and in the umber hulk tunnel east of the chamber. The party can tear down the stones or break their way into the umber hulk tunnel. Tearing down the walls requires 30 minutes of work by at least two characters with Strength scores of 18 or higher. There is a 25% chance that the characters trigger a cave-in while working; see the description of area 2 for details. The PCs can smash through the wall and make an opening to the umber hulk tunnel as described in the area 2 description. In any case, breaking through a wall disturbs the shrieker and violet fungus on the other side. If the PCs trigger a cave-in, the shrieker and violet fungi are automatically buried (they aren't agile enough to escape), but the shrieker still raises the alarm. A *reduce* spell affects the entire wall, not just a single block, if its volume is sufficient (80 cubic feet).

Elsewhere on level 1, it is business as usual. Tichthys is concerned about the PCs' foray but assumes they just stumbled into the area while treasure hunting. There are skum working in area 3, and the umber hulk is still lurking about if the PCs didn't kill it. If the PCs killed the skum in area 3, eight immature skum from area 10a are pressed into servitude. Now that they have been put to work, they have the same abilities as the adults, but only nine hit points each.

Tichthys removes Istovahn from his laboratory and keeps him tied up in area 25 (after granting him the ability to breathe water). Tichthys has no intention of letting invaders question Istovahn. The drow remains there for five days. After that, Tichthys allows him to resume work in area 17, but hastily drags him back to area 25 if anyone invades the complex again.

- If the PCs reached level 2 before turning back, Tichthys is concerned. The aboleth takes all the steps outlined above, but temporarily abandons level one, sending the skum usually assigned to area 3 into area 9.

Tichthys orders the entrance to area 8 walled off in the same manner as described above, with violet fungus and one shrieker. Three skum armed with darts keep watch over area 8.

The two south entrances to area 11 are walled off, and five additional skum are assigned there to keep watch over area 12.

The three-hit-dice giant leeches from area 18 are added to the mud hole in area 12.

- If the PCs reached level 3 before turning back, Tichthys takes all the precautions noted above and walls off area 14 as well, placing one shrieker and two

violet fungi behind the wall. (Even if the PCs killed all the shriekers and violet fungi during their previous visit, Tichthys knows where more are to be had.)

Tichthys and two other aboleths keep watch in area 19; if the immature aboleth survived the party's last visit, it is one of the three; otherwise two other adult aboleth join Tichthys. Use Tichthys's statistics for the other adults.

When the PCs enter area 19, one of the aboleths maintains an illusion while the other two use *domination* and enslavement on the party. If the PCs effectively counterattack, Tichthys slips down to level 4 to make a last stand while the other aboleths hold off the party as best they can.

One of the adults brings 10 female skum with maximum hit points along to bolster the complex's defenses. Five of these are stationed near area 8 and the rest are placed in area 15.

- If the PCs simply decide to stop somewhere to rest and regain spells, Tichthys takes whatever precautions from the list above as seem necessary; for example, if the party holes up on level 2, Tichthys doesn't bother to block off level 1 even if it could, but blocks off level 3 and calls for reinforcements instead.

Tichthys has no intention of letting the PCs rest easy. If the party can be found, two or three skum armed with darts attack the group every two hours. They should cause just enough trouble to keep the PCs from resting well enough to regain spells. If the characters hide in the umber hulk tunnels (near area 2) while resting, they avoid attacks.

Troubleshooting

If the party slays Tichthys but does not find the *Rod* segment stuck to its belly, they can discover their error fairly readily by going back to level C and using the first segment of the *Rod*, which still indicates level 4. If they don't have the first segment of the *Rod*, Arquestan sends a hound of law to sniff out the segment for them, or goes to get it himself. Arquestan does not normally go collecting pieces of the *Rod*, but he's not willing not let one lie unguarded.

If the party simply gives up before getting a chance to recover the *Rod*, it might be best to set this adventure aside for awhile until the PCs are ready. If the party merely needs encouragement, Arquestan can give them a pep talk or even offer some assistance; see the **Mysterious Stranger** adventure in **Book III**.

UNINVITED GUESTS

The *Rod's* third segment is currently the property of a fire giantess named Siiri Dragosdottur. She uses the six-inch fragment as a hairpin. Siiri knows the command word for the segment's *haste* power (*fiat*) and uses it frequently. Recently, the giantess has been using *haste* on her servants to make them work faster. Several groups of kakkuu have already attacked her, but Siiri has not realized that her increased use of the *Rod* has anything to do with their appearance. Siiri has no idea what the *Rod* is. To her, it's just a magical hairpin with a useful power. Meanwhile, it has made her the most lawful and fastidious of fire giants.

When the PCs arrive on the scene, Siiri and a small entourage have traveled to the castle of Yurik and Nalani Kolophon, a pair of neighboring cloud giants. Siiri has arranged a diplomatic marriage between the Kolophons' eldest son, Diomed, and her youngest daughter, Jytte. The two groups of giants have formed an alliance against a pair of silver dragons that have moved into the area. The cloud giants' castle is built at the very top of a mountain peak some 1,100 miles from Tichthys's lair. The castle is isolated and far from civilization. If things have gone well for the PCs, their segment of the *Rod* leads them here. If not, Arquestan, or perhaps Qadeej, can direct them (see **Book III**).

Searching for the Castle

Map B2 shows the mountainous area surrounding the cloud giant castle and the fire giant lair. If the party has the second segment of the *Rod*, locating the castle is a simple matter of finding a way through the mountains (probably following the river upstream) while homing in on the next segment's location. Yet because Siiri makes several trips between her lair and the cloud giants' castle seeing to the wedding arrangements, the direction to the next segment shifts several times during party's trip. This has no effect on the adventure except to confuse the PCs. By the time when the party enters the area charted on Map B2, Siiri is in the castle and will stay there for several months while the wedding is performed and the couple settles in.

If the PCs don't have the second segment, their first real clue to where they should go is event 1 or event 2 (see page 73).

Tracking the Rod

When the PCs are at the base of the mountain, the second segment indicates "up." If they are flying, the second segment indicates the castle. By the time the

PCs reach the castle, the second segment probably gives no direction at all because the PCs are too close.

When the characters arrive, Siiri is splitting her time between her quarters (area 24), Diomed's personal suite (area 26) and the cloud garden (area 23). When Siiri is in area 23, the PCs' segment will point toward that area because it is so large. If they go to the garden, however, they lose track of the segment as they approach. Note that Siiri spends only a few hours at a time in the garden; see the **Cast of Characters** section for details on her schedule.

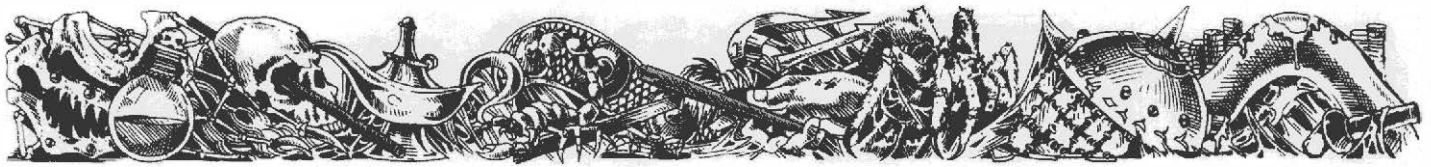
Approaching the Castle

The castle sits atop a 16,000 foot peak. If the party is on foot, the easiest access to the castle is up the main trail the giants have made. The climb takes about two days. The trail leads to the cloud bridge (area 13). More adventurous parties might wish to scale the peak. Rather than make the dozens of climbing rolls that normally would be required to accomplish this feat, use the procedure outlined below:

Scaling the peak takes six days and can be successful only if the characters are sensible and use an experienced climber to lead the way, rope themselves together to prevent falls, and haul the least capable climbers along as baggage. If this is the case, roll only six climbing checks for the party, using one half the best climber's climbing score. If any roll fails, each character in the group must roll a saving throw vs. petrification. Success means the character suffers 1d6 points of damage from a minor scrape. Failure means the character suffers 6d6 points of damage from a major mishap (fall, landslide, etc.); if a character rolls a "1" he falls off the mountain and is killed unless he can employ magical means (*fly* spells, *feather fall*, etc.) to save himself. If foolhardy PCs try to climb the mountain individually, they fail to find a route up the slope. Each character must roll a saving throw vs. death. Failure means the character died in the attempt; success means he got back down in one piece after 1d4 days on the mountain.

In addition, the party suffers 1d3 rockfalls each day they spend climbing. These inflict 2d10 points of damage (a successful saving throw vs. breath weapon reduces the damage by half) and cause each character to make an immediate climbing check.

If the PCs successfully climb the peak, they arrive near area 22, having climbed onto the cloud layer (see below).



Uninvited Guests

About the Maps

The front of Card 2 shows the castle's exterior from the south. Card 5 shows an overhead view.

The castle's interior consists of three major areas: the upper levels (Maps B3-B6), the main level (Map B7), and the lower levels (Maps B8 and B9). The areas shown in brown are small sections of mountainside that are outside the castle. The outer edges of these are about 35 feet lower than the areas inside the castle, and their inner edges are about 15 feet lower.

In several places there are chimneys, which might give the PCs access to the castle. Each chimney is tagged with the area to which it leads and the vertical distance to the area. The small (square) chimneys are wide enough to admit tiny or small creatures; the large (rectangular) chimneys admit man-sized creatures. Creatures using the chimneys must climb, levitate, or be lowered on a rope. Flight is not possible unless the creature has class A maneuverability. Only rogues and skilled mountaineers can attempt to climb down a chimney without assistance. The combination of soot and condensation makes the chimney's interiors slightly slippery for climbing purposes (see *PHB*, Chapter 14). A failed climbing roll either sends the character plummeting into the fireplace below the chimney (50%) or traps him inside the chimney, wedged into place until rescued (50%). If a character falls, he suffers damage from the fall plus an extra 1d6 points of damage from hitting the contents of the fireplace (andirons, pots, etc.).

If there is a fire burning in the fireplace below the chimney (see the various area descriptions), the character descending could be overcome by smoke if not protected against hostile environments (a *necklace of adaptation*, *iridescent spindle ioun stone*, or similar protection). An unprotected character must roll a saving throw vs. breath weapon each round. If the saving throw succeeds, the character can continue; if it fails, he must hold his breath until he exits the chimney (at either the bottom or the top). The character dies if he cannot exit before his breath runs out (see *PHB*, Chapter 14). Even if the PC survives the descent, he is subject to damage from the fire (1d6 points per round of exposure).

The area shown in light blue on map B7 is a permanent layer of solid cloud. The cloud forms a bridge leading from one shoulder of the mountain to the front gate on the west side of the castle, and stretches off the map to the east; see *The Cloud*, page 77, for more details.

If the PCs are flying, they can try to enter the castle almost anywhere they wish. They cannot see any

details such as entrances, however, until they come within 500 yards, which is close enough for the castle's lookouts to spot them (and fire at them with their ballistae), unless they are invisible. Note that characters flying above the cloud layer cannot see the openings at areas 26 and 27; there is also a chance they'll encounter some of the castle's griffons (see areas 5 and 7). Those flying below the cloud layer cannot see the openings at areas 1, 3, 5, 13, and 22.

Events

Before the party actually arrives, a number of events occur while they are in the vicinity of the castle. Exactly when they occur is up to you. Other events listed here include information on what happens if the PCs manage to get inside as guests.

Where There's Smoke There's Fire

This event cannot occur at night. Early morning is the most appropriate time.

The fresh mountain breeze brings you a whiff of acrid smoke. It is pretty foul, as though someone is burning trash. You find yourself taking a quick look around, and you spot a tendril of black, oily smoke rising from some stunted trees below you.

If the PCs investigate, they find a mixed group of orcs and humans lolling around a clearing. They have built quite a conflagration out of several large backpacks and bits of giant-sized furniture. Other packs filled with food and drink have been torn open, and their contents are scattered about on the grass. Bits of cloth and giant-sized clothing are strewn everywhere. Two dead fire giants lie at one end of the clearing. A few of the men, and most of the orcs, appear to be elderly. (This is a side effect of all the *haste* effects Siiri used on them.)

The orcs and humans are a group of slaves carrying clothing, furniture, and supplies to the cloud giants' castle. Two fire giants were accompanying them as guards. Several days ago, a pair of silver dragons (see *Cast of Characters*) swooped over the group, scattering the slaves with their *fear* auras. The giants stood their ground and the dragons killed them. The dragons then hunted down a few fleeing slaves and questioned them.

For their part, the slaves hid in the woods for several days, finally working up enough courage to go back to



Uninvited Guests

the clearing. When they found the giants dead, they decided to loot their packs and then escape. Neither the orcs nor the humans want to be slaves again.

The party can easily defeat the group but would be better off speaking with them. Everyone in the clearing is too stuffed with food and drink to want a fight. Even the orcs are feeling mellow. If the PCs attack, the group fights for a round or two, then tries to escape.

The PCs can learn the following here if they ask the right questions:

- "This stuff here? It used to belong to Siiri Dragosdotur, the meanest witch of a fire giantess there ever was. Drove us nearly to death she did. Last week three of our pals just dropped over dead. She could make a man or an orc move like lightning when she had a mind to."

- "Siiri is up at yonder castle. She's getting her daughter hitched to some cloud giant. What a hoot!"

- "None, we're not gonna nick in one scan of this ~~stuff~~. ~~He~~ wants to know who the characters are, what they are up to, and whether they happen to have taken his little sister captive. If the PCs attack, Kieran flees to the air. If the party decides to talk, he can relate the following:

- "Mom and dad left *me* in charge while they're out looking for my sister. They think the giants have her. Do you like giants? I sure don't."

- "There are lots of giants going up to the castle this week. There are mostly tall giants with white hair living there, but there are dark giants with red hair there, too. Dad says some of the tall giants can be good, but I don't see how that can be."

- "There were some others like you here yesterday. They had a rug that flew and they weren't nice at all, so I blasted them, but then they made the air really *stink*, so I flew away. They were kinda short, for humans, and kinda skinny. They seemed nice to look at, but they weren't nice at all."

- "My sister's been gone for days and days and days. That's not really so long, but I've never been out that long."

- "My parents think my sister went to the castle to eat the silver in the cloud. It's really good to eat, but the giants get really mad. The giants are pretty clever.

You have been diligently working your way toward the castle atop the mountain when a shrill voice makes you jump out of your skins.

"Halt, you varlets! Declare yourselves or you're icicles. Don't move a muscle!" The owner of a voice is a silvery dragon with twin tendrils of frost seeping from his nostrils. The rascal seems to have sneaked up on you from behind a ridge or a cloud. He seems a bit small as dragons go, but he has his snout pointed right at you. He's less than 50 feet away.

The dragon is Kieran, a very young silver dragon; he is the elder brother of Ariele, who is imprisoned in the castle. His parents Yavair and Zena told him to watch the lair while they were away, but the rambunctious Kieran just had to go scout the territory. He has been shadowing the party for about an hour, staying out of sight and working his way closer. If the PCs make any hostile moves, he breathes. He has the drop on the PCs and automatically wins initiative the first round if a ~~stuff~~. We're leavin' this place *messy*."

- "The nine of us are off to find our fortunes. We survived Siiri, and we survived a dragon attack, and we can do anything."

The group has little else to say. They are unwilling to lead the party either to the castle, which is barely in view on the horizon, or to the fire giant lair. They've had enough of giants.

The slaves have looted 234 gp, 345 sp, and two 10 gp gems from the giants. The giants had no wedding invitations because they are part of Siiri's retinue.

Orcs (5): AC 6 (studded leather & shield); MV 9 (moderate encumbrance); HD 1; hp 3 each; THAC0 #AT 1; Dmg 1d8 (long sword); SZ M (6' tall); ML average (9); Int average (8); AL LE; XP 15 each; MM/281

Men (Human) (4): AC 6 (studded leather & shield); MV 9 (moderate encumbrance); HD 1; hp 3 each; THAC0 20; #AT 1; Dmg 1d8 (long sword); SZ M (6' tall); ML average (9); Int average (8); AL LE; XP 15 each; MM/196.

Who Goes There?

This event can take place anytime, day or night, before the party begins ascending the mountain toward the castle.



Uninvited Guests

smarter than my stupid sister, so maybe they have her. They got flying cats with eagle heads that can fly *almost* as fast as me. They probably could have caught my sister. Her name is Ariele. At least, that's the name we use around strangers. Do you hate giants?"

Kieran has no other useful information for the PCs. He will not reveal the location of his parents' lair under any circumstances.

Once he has determined that the PCs are no friends to the giants in the castle, he takes his leave. He will not go anywhere near the castle, as his parents told him explicitly to stay away from it.

Kieran (Dragon, Metallic, Silver): AC -1; MV 9, Fl 30 (C), Jp 3; HD 10; hp 44; THAC0 11; #AT 3; Dmg 1d8+2/1d8+2/5d6+2 (claw/claw/bite); SA breath weapon; SD detect invisible objects and creatures within 20 feet, immune to cold; SZ L (18' body); ML fanatic (17); Int exceptional (15); ALLG; XP Nil; MM/79.

Notes: Can *polymorph self* with an unlimited duration (maximum of three changes in form each day), and walk on clouds or fog as if they were solid ground.

Breath weapon once every three rounds—cone of cold 5' wide at the dragon's mouth, 80' long, and 30' wide at the far end (creatures within the cone suffer 4d10+2 points of damage, save vs. breath weapon for half); or cloud of paralyzation gas 50' long, 40' wide, and 20' high (creatures within the cloud must save vs. breath weapon or become paralyzed 1d8+2 rounds).

Meeting the Exterminators

A few days ago, Yavair and Zena attacked and slew a pair of stone giants who were on their way to the castle. The dragons took the giants' clothing and equipment, including their wedding invitations, and presented themselves at the castle as the stone giants.

The dragons pushed the stone giants' bodies over a cliff, but two other wedding guests, a pair of elves named Ciellan and Ruusa, have now found the grisly remains. They have landed their *carpet of flying* to study the corpses. They are trying to piece together what happened when the party comes upon them.

bodies are humanoid but at least three times as tall as a human, and gray skinned. They do not appear to have any clothing or equipment. A small carpet lies on the rocks near the bodies, but you'd guess that belongs to the elves. The elves seem to be studying the bodies and discussing some detail. Evidently they haven't noticed you yet.

The elves are studying the bodies and wondering if the same silver dragon that attacked them could have killed these two giants. They have noticed the signs of frostbite on the giants' bodies and are sure that a silver dragon must have been responsible.

When the party makes its presence known, roll to see if the PCs surprise the elves. If they decide to ignore the elves, they can walk right on by and the elves will never notice. If the PCs speak to the pair, the elves assume they are fellow wedding guests. They make the following observations:

- "It seems that a few of our compatriots have fallen afoul of the local wildlife. We saw one of the little monsters, but it got away from us."
- "Yeah, we're headed up to the castle for the wedding. Odd thing isn't it? A cloud giant marrying a fire giant. Yurik won't be pleased to hear that he has a dragon problem."
- "So, how do you know the family?"

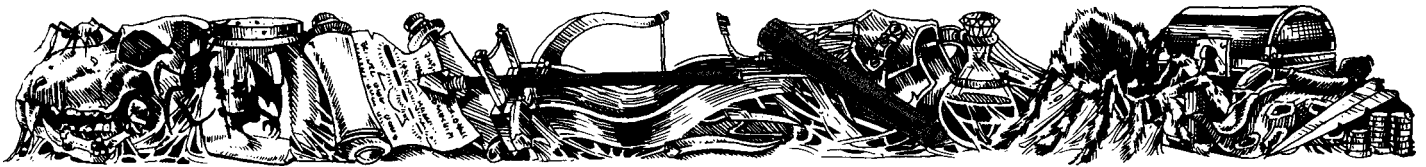
If the PCs can't give a satisfactory answer, or if they ask a question that betrays the fact that they are *not* guests, such as who Yurik is, Ciellan gets an evil smile on his face.

- "So, headed to the castle, but not on the guest list? That's fine. We can vouch for you. How much you gold you got?"
- "Yeah, we're in tight with the giants. Real tight. If we say you're okay, we'll get you in. After something in particular? No, don't answer that. The giants owe us some money. Just let us get it and you can do whatever you want. We won't squeal."

The elves are lying. They've never been to the castle before. They've received a commission to go spider hunting and have been invited to join the festivities as well. They want 250 gp from each PC and an additional 250 gp once they reach the castle.

If the PCs pay, the elves accompany the party right

You are traveling around a sheer cliff with a pile of shattered rocks at the base when you notice that somebody has arrived here before you. Two elves, a male and a female, are studying a pair of large bodies that seem to have fallen from the cliff above. The



Uninvited Guests

up to the castle's front door (area 13). All is well until the elves get a look at the stone giants at a meal. See the next event for details.

If the PCs don't pay, the elves attack. If the characters attack, they can defeat the elves, though probably not before Ruusa uses her *wand of vapors* on them at least once. The pair begins with spell and missile attacks on the party, then tries to escape on their *carpet of flying* when they realize they are overmatched.

If the PCs defeat the elves and search them, they find their invitation and can use it to get inside the castle.

Ciellan, em, F10/T11: AC 0 (*leather armor* +2, *boots of striding and springing*, and *Dexterity* bonus); MV 12 (lightly encumbered); hp 57; THAC0 11 (9 when employing missiles), (8 with *long sword* +3); #AT 3/2 or 2; Dmg 1d8+4 (*long sword* +3 + *Strength* bonus) or 1d8/1d8 (*long bow* and *sheaf arrows*); SA thief abilities; SD 90% resistance to *sleep* and *charm* spells, *stoneskin* spell; SZ M (5' 4" tall); ML elite (14); AL LE; XP 4,000.

Notes: Successful backstab attack quadruples the damage die roll.

S 16, D 18, C 15, I 10, W 11, Ch 11.

Personality: Calculating, unscrupulous, greedy.

Thief Abilities: PP 60, OL 50, F/RT 50, MS 90, HS 90, DN 80, CW 80, RL 50.

Special Equipment: 20 *sheaf arrows*, *leather armor* +2, *long sword* +3 *spider slayer* (LN, no other special abilities), *cloak of arachnida*, *boots of striding and springing*, commission to hunt spiders, and wedding invitation for two elves, Ciellan and Ruusa.

Ruusa, ef, C9/M10: AC 1 (*bracers of defense* AC 2 and *Dexterity* bonus); MV 12 (lightly encumbered); hp 29; THAC0 16; #AT 1; Dmg 1d6+1 (*footman's mace*); SA spells; SD 90% resistance to *sleep* and *charm* spells; SZ M (5' 3" tall); ML elite (14); AL LE; XP 5,000.

S 13, D 15, C 15, I 16, W 17, Ch 11.

Personality: Stubborn, vain, cruel.

Spells (6/6/4/3)/(4/4/3/2/2): 1st—*command* (x2), *cure light wounds* (x2), *curse*, *detect magic*; 2nd—*augury*, *enthrall*, *find traps*, *silence 15' radius* (x2), *spiritual hammer*; 3rd—*dispel magic*, *feign death*, *prayer*, *pyrotechnics* / 1st—*enlarge*, *magic missile* (x3); 2nd—*invisibility*, *mirror image*, *strength*, *web*; 3rd—*invisibility 10' radius*, *lightning bolt*, *slow*; 4th—*improved invisibility*, *stoneskin**; 5th—*monster summoning III*, *cone of cold*.

* Precast spell (on Ciellan).

Special Equipment: *carpet of flying* (4'x6'), *wand of vapors* (41 charges), *bracers of defense* AC 2.

Dinner is Served

Run this event only if the PCs bluffed their way into the castle using Ciellan and Ruusa's invitation or if the characters paid the elves to vouch for them.

When the PCs approach area 13, the guard holds them at the door for a few minutes, as their invitation is unusual. Yurik comes to the door and asks what is going on. He expected only two elves, not a party of armed adventurers. If the elves are present, they explain that they brought extra help because this is a big job. If the elves are not present, the PCs have to come up with an explanation. They can simply explain that Ciellan and Ruusa were indisposed and they had to come in their place; Yurik is satisfied with that. (Note that this would not be a lie.) In either case, Yurik wants to see the famous sword *Spider Slayer*. If the group shows the giant the sword, all is well.

Once the characters have established their credentials, they are led to the great hall (area 16). The group is either bidden to sleep (at night), or given a tour of area 23.

If the PCs are invited to sleep, they won't get much rest with all the giants snoring in the room. The "stone giants" are pretending to sleep on the easternmost bench in the chamber and are out of sight. If the party takes this opportunity to go sneaking through the castle, it is likely that some sort of commotion will break out before the next meal is served.

If the PCs take the tour, they have an escort until it's time to eat.

If the characters make it to mealtime without triggering an alarm, they are seated at the head table near Siiri. The giants have two tall stools that they planned to put in place of the two end chairs; these would allow the human-sized characters to sit at the head table. They weren't expecting a whole party, however, so they put a board across the two stools and place the PCs on the south side of the table, across from Siiri, since they are exterminators invited to please her. Siiri wants very much to speak with the holder of *Spider Slayer*, so Diomed's old high chair is hauled out of storage and placed at the east end of the table for that character. The PC looks silly, but he and Siiri can converse.

If Ciellan and Ruusa are not present, Siiri wants to tell the PC who has the sword what an awful time she's been having with the vermin in this castle:

- "I'm telling you, the spiders in this place are unbelievable. I mean, Yurik said he has spiders, but this is ridiculous. Some of them even have wolf heads!"



Uninvited Guests

- “One foul little beast tried to crawl right into my hair one night. It was awful! You’ll kill any more of the beasts won’t you?”
- “Actually this whole mountain is crawling with eight-legged monsters! Last month I was driving a group of slaves up here and a grotesque spider with a pair of *arms* attacked us. It must be some side effect from the magical cloud.”

At this point the food is served and Siiri falls silent for awhile as she eats a huge slab of meat that is charred on the outside and raw inside. The PCs are served a flavorful stew that is quite delicious. Nalani rescues the PCs from any further harassment from Siiri by explaining how the castle gets its provisions from the cloud gardens they saw earlier.

If, however, Ciellan and Ruusa are with the group, things go quite differently. The elves’ eyes bug out when they see the “stone giants” seated at the eastern table. The PCs notice both elves staring at the giants suspiciously all through the meal. Eventually, “Cherta” feigns some discomfort, and both giants retire to the privies (area 21); they have noticed the elves staring at them and decided to make an exit. When the “stone giants” are gone, Ciellan leaps to the table and rushes across the tabletop to Yurik, where he whispers something in the giant’s ear. (Ciellan is telling Yurik about the two dead stone giants he saw.) Yurik barks a few orders, and two pairs of giants leap to guard the east and west exits from the hall. (They don’t bother to guard the doors to areas 17 and 19.) Yurik calmly announces that there are traitors in the castle and bids Siiri, Jytte, and Nalani to go to downstairs; they immediately proceed to area 27. If the PCs don’t panic because they think they’re the ones who’ve been discovered, a few tense minutes of waiting go by, and then two giants go and kick in the door to area 21, which appears to be empty. The dragons have *polymorphed* themselves into pixies and cast their *invisibility* spells. They are hiding in the cesspit. If detected, they escape out the chute.

In any case, the PCs are allowed free access to the castle if they survive this event undetected.

Dragon Attack

If the dragons are forced to escape, they return the next morning and attack the giants in area 23. If the PCs are there, they could be caught in the breath weapons. The dragons make three passes, doing their

best to slay as many giants as they can. After that, enough boulder-tossing giants gather to discourage further attacks, but the dragons use the confusion to infiltrate the castle invisibly again.

Escape!

Two days after the **Dinner is Served** event, alarm bells ring. It is morning, and the lion keeper did not arrive for breakfast. An investigation reveals his frozen corpse in his room. Yavair and Zena found Ariele and escaped, killing the lion keeper and every lion in area 28. An immediate search for infiltrators commences, with Siiri checking out all the guests with her *detect magic* spell. Characters magically masquerading as elves could be in trouble here.

Inside the Castle

Most areas in the castle are lit, either with natural light from windows or arrow slits or with *continual light* spells placed on iron batons, which are spaced along the walls just like torches. At night, most *continual light* spells are covered. Except where noted, ceilings inside the castle are 30 feet high in corridors and 40 feet high in chambers. Most walls within the castle are smooth and dry. The mountainside outside the castle is a bare rock face.

Most doors are well maintained and open easily for creatures with a cloud giant’s or fire giant’s strength and mass. Smaller creatures must make a successful open doors roll. Exceptions are noted in the text.

Windows are made up of many small panes of translucent glass behind a grille of thick iron bars. It takes three successful bend bars/lift gates rolls to destroy the grille. The glass can be smashed easily.

The Cloud

A permanent cloud bridge extends some 300 yards from the front gate west to a lower spur of the mountain; the eastern end forms a disc roughly a half mile across, which supports extensive gardens and mines.

The cloud itself is about 30 feet thick and as strong as solid rock, though a character’s feet seem to sink in a little when walking on it. A PC can reach down and pick up a tuft of cloud as easily as he can pick up a handful of sand; however, the vapor soon runs through his fingers to rejoin the main cloud mass, leaving a small puddle of water behind. Characters can use shovels and other implements to dig into the cloud,



Uninvited Guests

but any hole they dig fills itself at the rate of about one cubic foot every five minutes.

Most spells that affect rock affect the cloud. *Dig* and *passwall* work normally. *Earthquake* causes the surface of the cloud to roll and surge like the ocean during a storm; creatures walking on it must roll successful saving throws vs. death or fall through the cloud to the ground for 20d6 points of damage (Dexterity bonuses apply to the saving throw). Spells that affect water, such as *part water* and *transmute water to dust*, have no effect on the cloud.

A silver dragon's cloud walking ability allows it to either walk upon the cloud's surface or fly through it as though it were normal vapor.

The cloud is magical, and a *dispel magic* spell cast directly at it causes an area 30 feet across to become normal vapor for one round. Anyone standing in the area must roll a successful saving throw vs. petrification or fall through. If the saving throw is successful, the character is assumed to reach solid cloud before the area under his feet changes completely.

The Cast of Characters

Several of the castle's denizens move about during their daily routine, and the party might encounter them in several different places. For convenience, information on these creatures is presented here. Descriptions of additional, more sedentary residents are included in the descriptions of the areas they occupy.

Yurik and Nalani Kolophon: The castle's owners and parents of the groom. The couple agreed to marry their son off to Siiri's daughter to help secure an alliance between them and the more numerous fire giants. The couple is not particularly fond of fire giants, but would rather have them as allies than as enemies.

The couple invited two stone giants from a nearby group to witness the ceremony and perhaps join the alliance. Two members of the tribe have replied to the invitation, much to the cloud giants' disappointment. The only other guests are Siiri's guards and a pair of evil elves, Ciellan and Ruusa, that the couple knows by reputation (see the **Events** section). The cloud giants hope the elves can help alleviate a problem Siiri has been reporting; it seems that she has been plagued by spiders during her recent visits to the castle.

Yurik and Nalani wrote the wedding invitations themselves and dispatched them by griffon-mounted courier. They know their own handwriting and personal seals very well and immediately recognize

forged invitations (though even crude forgeries fool their servants). However, they have never met the two elves. They know about Ciellan's famous spider slaying sword and ask to see it if the PCs come to the castle pretending to be the elves. Any other ruse the PCs try fails unless the group can charm or control the couple.

During the day, Yurik and Nalani split their time between the gardens (area 23), the great hall (area 16), and their quarters (area 27). They are in the great hall at mealtimes. In the mornings and at night, they typically can be found in their chambers, and they usually spend the afternoon in the gardens.

Yurik and Nalani (Giant, Cloud): AC -3 (Yurik), 0 (Nalani); MV 15; HD 16+2-7; hp 81 each; THAC0 5; #AT 1 or 1; Dmg 6d4+11 (oversized morningstar + Strength bonus) or 2d12 (hurled boulder); SA hurling boulders; SD +2 bonus to surprise rolls; SZ H (24' tall); ML fanatic (17); Int very (12); AL NE; XP 10,000 each; MM/132.

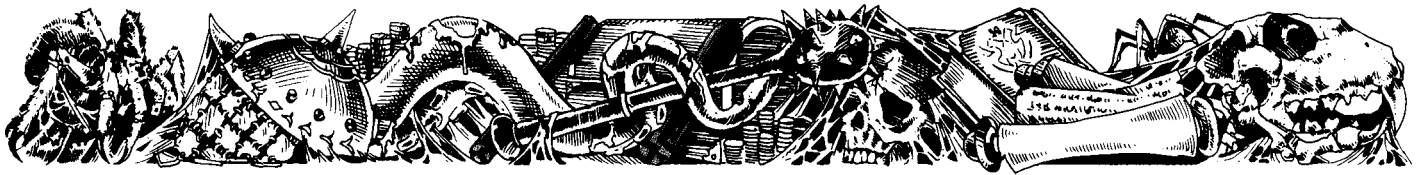
Notes: Hurling boulders have a minimum range of 3 yards and maximum range of 240 yards. Can catch similar large missiles 60% of the time.

Special Equipment: Yurik wears a platinum headband worth 2,500 gp, two golden armbands worth 500 gp each, a silver and ivory belt buckle worth 750 gp, a platinum ring set with a diamond worth 3,000 gp, and a *ring of protection* +3. Nalani wears a golden circlet set with pearls worth 1,000 gp, a silver and turquoise necklace worth 1,200 gp, platinum earrings set with jade and emeralds worth 2,000 gp, and two golden rings set with onyx and topaz worth 1,000 gp each.

Siiri Dragosdottur: The current owner of the third segment of the *Rod*, mother of the bride, and witch doctor. The extreme lawful tendencies the *Rod* imposes have made her a determined schemer and busybody. She also has a passion for neatness that has made her an infamous fussybudget among her own people. She sees the impending alliance between her tribe and the Kolophons as a great stride forward for law.

Siiri makes it a point to accompany Yurik when he goes to the garden in the afternoon. When he is in his chamber, Siiri spends most of her time in her own chamber, fussing with her hair and with her daughter's hair. During the day there is a 60% chance that Siiri is in her room; otherwise, she is in Diomed's room (area 26) fussing with the decor. Siiri never misses a meal; there is a 100% chance she is in the great hall at mealtimes. At night Siiri is in her own room.

Siiri's frequent use of the *Rod's haste* power has



Uninvited Guests

drawn several kakkuu to the area, and she is convinced that the castle is overrun with vermin.

Siiri Dragosdottur (Giant, Fire): AC -1 (banded mail) or 5 (no armor); MV 12 (moderately encumbered); HD 15+2-5; hp 75; THAC0 5; #AT 1 or 1; Dmg 2d10+10 (oversized two-handed sword + Strength bonus) or 2d10 (hurled boulder); SA spells, hurling boulders; SD fire resistance; SZ H (18' tall); ML champion (16); Int average (10); AL LE; XP 8,000; MM/137.

Notes: Hurled boulders have a minimum range of 3 yards and maximum range of 200 yards. Can catch similar large missiles 50% of the time.

Immune to all forms of nonmagical fire and to fiery breath weapons. Magical fire attacks inflict -1 hit point per die of damage (no minimum per die; a roll of 1 inflicts no damage).

Spells (3/3/2/1)/(2/1): 1st—*command* (x2), *detect magic*; 2nd—*augury*, *enthrall*, *silence 15' radius*; 3rd—*dispel magic*, *prayer*; 4th level—*detect lie* / 1st—*color spray*, *shield*; 2nd—*detect invisibility*.

Flint and Cherta: Supposedly two representatives from the local tribe of stone giants. In fact, they are Yavair and Zena, two polymorphed silver dragons



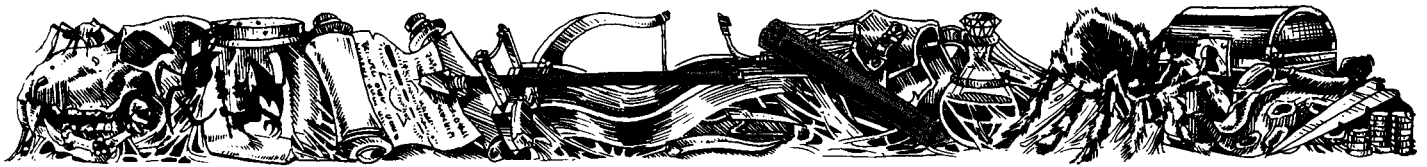
who have come looking for their daughter. The young dragon has been missing for a week, and the parents fear the worst. They ambushed and killed a pair of stone giants near the castle, then quickly appropriated their clothing and equipment so they could reconnoiter the castle. Thus far, they have managed the masquerade, but it cannot continue much longer.

Yavair and Zena follow the same basic schedule that Yurik and Nalani do. They are in the great hall (posing as giants) at mealtimes. When Yurik and Nalani are in area 23, the dragons are there too, still posing as giants. While Yurik and Nalani are in their chamber, the dragons are prowling the castle in ogre form trying to discover where their daughter is. If they are wandering about when the PCs are in the castle, there is a 10% chance each turn that they will stumble into the party.

The dragons have no interest in the *Rod* and little interest in the alliance between giants; their only goal is to find their child and return home. If the party attacks them (and well they might since they look like ogres), the dragons surrender, then ask why the party attacked. They are initially afraid that the PCs discovered their ruse, but as soon as it becomes clear that the characters are after something else, the dragons admit who they are. If the PCs mention the fact that the *Rod* makes its holder lawful, the dragons tell them Siiri must be the one who has it and direct them to area 24. The dragons are unwilling to start a battle with the giants inside the castle; their inability to fly within the castle's confines makes them nervous. They'll agree to a fight only if it could lead directly to getting their daughter back. Otherwise, the dragons wish the PCs luck and promise to give them what help they can, as long as it won't jeopardize their own mission.

Yavair and Zena (Dragon, Metallic, Silver): AC -4 or 0 in giant form; MV 9, Fl 30 (C), Jp 3 or 12 in giant form; HD 16; hp 80 each; THAC0 5; #AT 3 or 1 in human form; Dmg 1d8+5/1d8+5/5d6+5 (claw/claw/bite) or 2d4 in giant form (club); SA spells as an 11th level caster, spell-like abilities, breath weapon, fear; SD detect invisible objects and creatures within 50 feet, immune to cold; MR 25%; SZ H (60' body), M (in human form); ML fanatic (18); Int exceptional (15); AL LG; XP Nil; MM/79.

Notes: Can *polymorph self* with an unlimited duration (maximum of three changes in form each day), and walk on clouds or fog as if they were solid ground (can be activated or negated at will). Breath weapon once every three rounds—cone of cold 5' wide at the dragon's mouth, 80' long, and 30' wide at the far end;



Uninvited Guests

creatures within the cone suffer 10d10+5 points of damage (save vs. breath weapon for half), or cloud of paralyzation gas 50' long, 40' wide, and 20' high; creatures within the cloud must save vs. breath weapon or become paralyzed 1d8+5 rounds.

Can kick with back feet for 1d8+5 points of damage; any creature struck must pass a Dexterity check or be knocked back 1d6+5 feet. Creatures knocked back must save vs. petrification at -5 or fall down. Can buffet with wings for 1d8+5 points of damage; creatures struck must pass a Dexterity check or fall down. Can slap up to five creatures with tail for 2d8+10 points of damage (roll a separate attack for each). Creatures struck must save vs. petrification at -5 or be stunned for 1d4+1 rounds.

Causes fear in a 15-yard radius; all creatures of 1 hit die or less and all noncarnivores of 15 hit dice or less flee in panic for 4d6 rounds unless part of a formed military unit. Creatures not automatically panicked save vs. petrification with a +3 bonus. If the save fails, the creatures are stricken with fear and fight with a -2 penalty on attack and damage rolls for 4d6 rounds.

Spell like abilities (11th level): *feather fall* (twice a day), *wall of fog* (once a day).

Spells (*Yavair*) (2/2): 1st—*charm person*, *spook*; 2nd—*invisibility*, *shatter*.

Spells (*Zena*) (2/2): 1st—*alarm*, *shield*; 2nd—*invisibility*, *pyrotechnics*.

Upper Levels

These areas are primarily devoted to defense. The rooms and hallways, with their bare stone walls, floors, and ceilings, are almost as chilly and drafty as the mountainside itself.

If the PCs don't alert the sentries in areas 2 and 12, there's a good chance that the giants on the lower levels won't notice anything amiss. The giants are preoccupied with the upcoming wedding and are depending on their guards and servants to alert them to danger.

The trolls on these levels are overworked, unpaid, and underfed. They are too ferocious to surrender but will respond to attempts to parley. They are not particularly loyal to the giants and gladly will tell the PCs everything they know if questioned, provided that the PCs agree not to burn them and that there are no giants in the vicinity. Unfortunately for the PCs, they know very little:

- The place is overrun with giants now that Diomed is getting married.

- Diomed is the boss's oldest son. He's getting married to Firehair.

"Firehair" is the trolls' name for Siiri's daughter, Jytte. The trolls think Siiri and Jytte are ugly because they look like big dwarves with fiery hair. Just thinking about these two fire giants makes the trolls shudder.

- There are at least two "hands" (ten) giants on the level below. Mostly "tall, fair ones" (cloud giants), and some more of "Firehair's tribe" (fire giants), plus the "stonefaces" (stone giants) and "a few guys like you" (humans) are expected. Everybody has come for the wedding.

- The trolls are hoping to get the bones from the feast tomorrow night. The boss and his lady are going to kill the big shiny lizard they caught and then cook it tomorrow. The important guests get to watch the killing.

The trolls are referring to the captive silver dragon; see area 30 for details.

The cloud giants on these levels are less cooperative, trying to escape if they can. They raise the alarm at the first opportunity; they are merely trying to save their own skins.

If the PCs ask about the silver lizard, the giants say only that a small vermin was caught recently and is to be included in the wedding night's meal. They don't know exactly what it looks like. (The giant's know it's a silver dragon, but won't admit it. They literally don't know what it looks like because it can polymorph itself. They have seen it, however.)

1. Lookout Turret

From here, four trolls keep a constant watch for flying intruders. The turret has a peaked roof supported by stout timbers and covered with thick planks sheathed in smooth slates. The roof is sturdy and can bear considerable weight, but the slates readily break loose and cause any creature landing on the roof to slide off.

The turret has no windows, just open spaces (embrasures) about 8 feet high and 6 feet wide between the merlons. Man-sized creatures can easily move through the embrasures, but the trolls will see them coming. Even if the PCs are invisible, the nearest troll gets a chance to detect them (see *DMG*, Chapter 13) as they pass through the openings.

The trolls have 75% cover against attacks launched



Uninvited Guests

from outside the turret when attacking or 90% cover if they hunker down (see *DMG*, Chapter 9).

Besides the trolls, the turret contains three ballistae, three stacks of eight ballista bolts, and an alarm bell. There are two trap doors in the floor. One leads down to area 2; the other leads to area 3. The trolls can use them with an open doors roll, as can any creatures with a Strength score of at least 18/75.

The trolls are fond of taking potshots with their ballistae at anything that comes within range, no matter how small or harmless it looks. If anything dangerous looking gets within 100 yards of the mountain, the trolls ring their alarm bell.

Alert: The sentry in area 2 may join in a fight here if the bell is rung, or if sounds of combat grow loud.

Trolls (4): AC 4; MV 12; HD 6+6; hp 36 each; THAC0 13; #AT 3 or 3; Dmg 1d4+4/1d4+4/1d8+4 (claw/claw/bite) or 1d3+8/1d3+8/1d3+8 (darts + Strength bonus); SD regeneration; SW slashing weapons can sever limbs, fire or acid prevents regeneration; SZ L (9' tall); ML elite (14); Int low (7); AL CE; XP 1,400 each; MM/349.

Notes: Any edged weapon can sever a troll's limb on a roll of a natural 20. Severed limbs continue to fight. A troll regenerates 3 hit points a round, starting the third round after damage is inflicted. A troll cannot regenerate damage inflicted by fire or acid.

When firing a ballista, the trolls have a THAC0 of 12 and armor is ignored; all targets are AC 10, with adjustments for dexterity and magic. Moving targets get an additional bonus of +3 to armor class. A ballista has a range of 11/22/33, and a hit inflicts 2d6 points of damage. The rate of fire is one every four rounds (increased rate of fire due to the trolls' size and Strength).

Special Equipment: Nine darts each.

2. Sentry

This chamber has a trap door 15 feet square, a ladder leading up to area 1, and an alarm bell. A bored cloud giant is on duty here, keeping an eye on area 3 through the many slits in the walls and listening for trouble in area 1. The giant isn't very alert, but he quickly snaps out of his lethargy if the trolls in area 3 get involved in a fight. The giant has grown accustomed to the trolls' habit of firing their ballistae at anything they can reach, so he ignores anything going on outside unless the trolls call for help or a flashy spell effect strikes the castle.

If trouble arises, the giant is supposed to ring his alarm bell. The giant, however, gets excited and forgets

his orders if surprised. Roll normally for surprise if the trolls in area 1 ring their bell. The giant rings his bell as ordered if not surprised; otherwise he rushes through the secret door (see below) and tries to get a look at what's happening.

The section of wall marked with an "S" is a secret door that swings open as indicated to allow the giant access to area 3. The giant can open it with a hard shove, but the PCs must use a *knock* spell or make a successful bend bars/lift gates roll. Likewise, the giant can easily open the trap door, which leads to area 12, but the PCs must make a successful bend bars/lift gates roll or chop through the door. The door is armor class 6 and has 40 hit points. It suffers only one point of damage from bludgeoning or piercing weapons.

Alert: The alarm bell here is connected by ropes to bells in areas 12 and 15. If the bell is rung, the troll in area 12 notifies the griffon keeper, who marshals the forces throughout his level, grabbing the trolls in areas 9 and 11 and preparing to counterattack. In area 15, one of the ogre guards finds Yurik and Nalani, who organize the castle's defenses in the great hall. See area 16 for more information.

Cloud Giant: AC 0; MV 15; HD 16+2-7; hp 81; THAC0 5; #AT 1; Dmg 6d4+11 (oversized morningstar + Strength bonus), 3d6+11 (oversized pike + Strength bonus), or 2d12 (hurled boulder); SA hurling boulders; SD +2 bonus to surprise rolls; SZ H (24' tall); ML fanatic (17); Int very (12); AL NE; XP 10,000; MM/132.

Notes: Hurled boulders have a minimum range of 3 yards and maximum range of 240 yards. Can catch similar large missiles 60% of the time.

Special Equipment: Shoulder sack containing three throwing boulders and 213 gp.

3. Upper Turrets

Ten trolls keep watch from these five turrets linked by a parapet (two trolls per turret). The battlement surrounding the area gives the trolls 50% cover against attacks launched from outside the castle when they are attacking or 100% cover if they hunker down (see *DMG*, Chapter 9).

Like the trolls in area 1, these creatures tend to take ballista shots at anything with range. They become alarmed only if the target shoots back.

Alert: The sentry in area 2 joins in a melee here from his hiding place. Using a pike, the giant stabs through the slits at the enemy. The pike can reach anywhere in area 3 except the outermost 10 feet of the turrets, and



Uninvited Guests

the giant can use it to reach over a troll and attack a character engaged with the troll at no penalty. When in his room, the giant has 90% cover vs. attacks coming from area 3 (see *DMG*, Chapter 9).

Trolls (10): AC 4; MV 12; HD 6+6; hp 36 each; THAC0 13; #AT 3 or 3; Dmg 1d4+4/1d4+4/1d8+4 (claw/claw/bite) or 1d3+8/1d3+8/1d3+8 (darts + Strength bonus); SD regeneration; SW slashing weapons can sever limbs, fire or acid prevents regeneration; SZ L (9' tall); ML elite (14); Int low (7); AL CE; XP 1,400 each; MM/349.

Notes: Any edged weapon can sever a troll's limb on a roll of a natural 20. Severed limbs continue to fight. A troll regenerates 3 hit points a round, starting the third round after damage is inflicted. A troll cannot regenerate damage inflicted by fire or acid.

When firing a ballista, the trolls have a THAC0 of 12 and armor is ignored; all targets are AC 10, with adjustments for Dexterity and magic. Moving targets get an additional bonus of +3 to armor class. A ballista has a range of 11/22/33, and a hit inflicts 2d6 points of damage. The rate of fire is one every four rounds (increased rate of fire due to the trolls' size and Strength).

Special Equipment: Nine darts each.

4. Murder Holes

This cramped (by cloud giant standards) cavern is right above area 6, and it provides a nasty surprise for anyone entering the castle uninvited.

The trap door leads to area 9. It is as sturdy and difficult to open as the one in area 2.

Cloud Giant: AC 0; MV 15; HD 16+2-7; hp 81; THAC0 5; #AT 1; Dmg 6d4+11 (oversized morningstar + Strength bonus), 3d6+11 (oversized pike + Strength bonus), or 2d12 (hurled boulder); SA hurling boulders; SD +2 bonus to surprise rolls; SZ H (24' tall); ML fanatic (17); Int very (12); AL NE; XP 10,000; MM/132.

Notes: Hurled boulders have a minimum range of 3 yards and maximum range of 240 yards. Can catch similar large missiles 60% of the time.

5. Lower Turrets

Two trolls keep a constant watch from each turret in this area. Like their comrades, they tend to take pot shots with their ballistae at anything that comes within range. If attacked, the trolls whoop and shout.

Alert: Noise has a 40% chance each round to alert

the guards at areas 9 and 12 and the cloud giants at areas 4 and 8. Moreover, there is a 20% chance that the griffon keeper from area 8 is out on the parapet (just outside area 6) exercising 1d4 of the griffons from area 7. See area 8 for details. If here, he orders his griffons to attack and bellows to the guards in areas 4, 9, and 12, ordering them to raise the alarm and stand to the castle's defense. The trolls in areas 9 and 12 do just that, rousing the trolls in area 11 in the process. The cloud giant in area 4 rushes down from his murder holes and comes to the parapet, picking up two rocks from area 9 on the way. Also, if anyone dashes past the trolls, they use the lever just north of the portcullis to release it and trap the invaders in area 6, where the giants in area 4 and 8 can attack.

Trolls (4): AC 4; MV 12; HD 6+6; hp 36 each; THAC0 13; #AT 3 or 3; Dmg 1d4+4/1d4+4/1d8+4 (claw/claw/bite) or 1d3+8/1d3+8/1d3+8 (darts + Strength bonus); SD regeneration; SW slashing weapons can sever limbs, fire or acid prevents regeneration; SZ L (9' tall); ML elite (14); Int low (7); AL CE; XP 1,400 each; MM/349.

Notes: Any edged weapon can sever a troll's limb on a roll of a natural 20. Severed limbs continue to fight. A troll regenerates 3 hit points a round, starting the third round after damage is inflicted. A troll cannot regenerate damage inflicted by fire or acid.

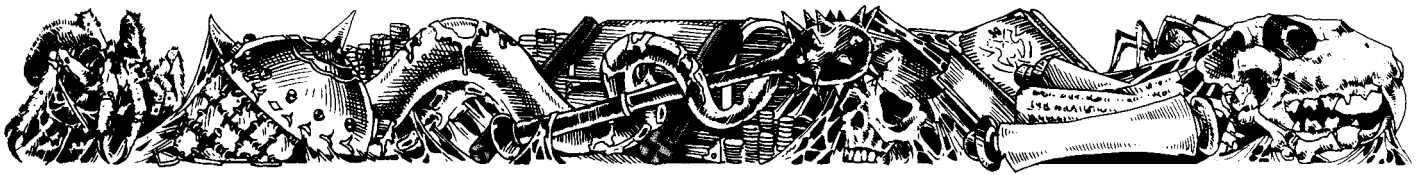
When firing a ballista, the trolls have a THAC0 of 12 and armor is ignored; all targets are AC 10, with adjustments for Dexterity and magic. Moving targets get an additional bonus of +3 to armor class. A ballista has a range of 11/22/33, and a hit inflicts 2d6 points of damage. The rate of fire is one every four rounds (increased rate of fire due to the trolls' size and Strength).

Special Equipment: Nine darts each.

6. Upper Entrance

This chamber serves as a landing and takeoff area for the griffons in area 7. Tactical Map F1 shows part of the battlement and the eastern end of the chamber.

The inner (west) portcullis is always kept down, but the outer (east) portcullis usually is up. The portcullises are not fitted with winches. It takes a cloud giant two rounds to lift a portcullis and lock it into place. Smaller creatures must attempt a bend bars/lift gates roll to lift them. The portcullises must be raised at least 24 feet off the floor before they can be locked in the up position. Once locked, they can be dropped again by pulling one of the levers. Each lever affects



Uninvited Guests

only the portcullis closest to it.

Alert: At the first sign of trouble, the cloud giant guard stationed in area 4 attacks with a pike. The two murder holes allow him to reach anywhere in area 6. The giant has 90% cover against counterattacks coming from area 6 (see *DMG*, Chapter 9).

7. Mews

This area is home to the castle's eight griffons. The two small chambers to the west each hold a single griffon, the two to the east each hold two griffons, and the large chamber to the north holds a mated pair of griffons that are incubating three eggs. These two griffons are very aggressive and fight to the death to protect their eggs.

The portcullises here work the same way as the ones in area 6 do. Normally, they are all down.

At a command from the keeper, flying griffons attack anything they can see. The giants keep the griffons as pets and hunting animals, much like humans keep falcons. The griffons occasionally serve as steeds for the giants' ogre servants when they need to run errands or deliver messages outside the castle. The griffons will not willingly allow PCs to ride them, but if charmed they could be used to make a quick escape from the castle.

Alert: If the griffon keeper is not on the parapet with his pets, he may be grooming them here (50% chance, see area 8). In that case, all the portcullises except for the southern one are open. The keeper is largely oblivious to what is going on around him because he is absorbed in his task. If someone raises the alarm, he creeps out, hoping to catch the invaders from behind. If caught here, he fights as well as he can, but retreats north when he is reduced to 50 hit points or less. He hopes the attackers will expose their flanks to the griffons.

Griffons (8): AC 3; MV 12, Fl 30 (C); HD 7; hp 35 each; THAC0 13; #AT 3; Dmg 1d4/1d4/2d8 (claw/claw/bite); SZ L (about 9' long); ML steady (11); Int semi (3); AL N; XP 650 each; MM/178.

Notes: Can carry up to 210 pounds with no loss of speed or maneuverability. Can carry up to 35 pounds and still fly at speed 20 (D).

8. Griffon Keeper's Quarters

The castle's griffon keeper, a battle-hardened veteran with a crooked jaw and a scarred face, lives here. He is

nominally in charge of the whole level. He is often out on the parapet near area 5 exercising his griffons (20% chance). Otherwise, he is either in area 7 grooming his charges or in here relaxing on his bed (50% chance of either). He prefers the company of his griffons to that of other giants, so he remains aloof from the festivities below, even though he is an important member of the household.

If the keeper is resting, it takes him 1d3 rounds to wake up once any disturbance begins. If the PCs enter the room, however, he awakens (normal chance for surprise). If attacked in his room, the keeper grabs his weapons and swats the PCs, shouting loudly the whole time.

The keeper's chamber contains a giant-sized bed, two great chests, a fireplace, and a rug made from cave bear skins. A huge *morningstar* +3 and a pike lean against the east wall. A 40-foot leather whip hangs from a hook next to the fireplace.

The bed has a lumpy mattress stuffed with peryton and giant eagle feathers. Buried in the mass of feathers is a golden coronet studded with garnets; it is worth 8,000 gp. It takes a full turn of searching to find it once the mattress has been ripped open. The rug is worth 3,000 gp if recovered intact. The workmanship is crude, however, and if turned over to a skilled tailor or rug maker, it can be turned into a truly fine piece worth 5,000 gp after three weeks of work.

One chest holds the giant's possessions and equipment, including 1,450 gp and a gold-lined drinking horn decorated with sunstones worth 2,000 gp. The other chest holds tack and harness for saddling two griffons. The gear is designed for ogres, but humans could make do with it in a pinch.

Alert: Any griffons that are still alive scream fiercely when they hear the keeper's voice. The noise alerts everyone on the upper levels and has a 25% chance to draw attention from the lower level each round it continues. The trolls in areas 9, 11, and 12 raise the alarm in any event and then counterattack.

Cloud Giant: AC 0; MV 15; HD 16+2-7; hp 81; THAC0 5 (2 with *morningstar* +3); #AT 1; Dmg 6d4+14 (oversized *morningstar* +3 + Strength bonus), 3d6+11 (oversized pike + Strength bonus), or 2d12 (hurled boulder); SA hurling boulders; SD +2 bonus to surprise rolls; SZ H (24' tall); ML fanatic (17); Int very (12); AL NE; XP 10,000; MM/132.

Notes: Hurled boulders have a minimum range of 3 yards and maximum range of 240 yards. Can catch similar large missiles 60% of the time.



9. Central Guardpost

One troll always stands guard here. It rings the alarm bell hanging in this chamber at the first sign of trouble, then joins the fray.

Troll: AC 4; MV 12; HD 6+6; hp 36; THAC0 13; #AT 3 or 3; Dmg 1d4+4/1d4+4/1d8+4 (claw/claw/bite) or 1d3+8/1d3+8/1d3+8 (darts + Strength bonus); SD regeneration; SW slashing weapons can sever limbs, fire or acid prevents regeneration; SZ L (9' tall); ML elite (14); Int low (7); AL CE; XP 1,400; MM/349.

Notes: Any edged weapon can sever a troll's limb on a roll of a natural 20. Severed limbs continue to fight. A troll regenerates 3 hit points a round, starting the third round after damage is inflicted. A troll cannot regenerate damage inflicted by fire or acid.

9a-c. Main Staircase

This spiral staircase has steps 10 feet long, 4 feet wide, and 3 feet high. Huge and gargantuan creatures can use it without difficulty. Smaller creatures have difficulty because the steps are so large. No climbing roll is necessary to use the stairs, but movement up or

down is slow. Characters on the stairs can move only 5 feet per point of movement. For example, a character with a movement rate of 12 could climb or descend 60 feet of stairs in one round.

10. Cistern

This area contains a deep pool of water (about 20 feet) collected from area 23 and hauled up here in buckets. A series of pipes lead to the kitchen (area 17), where they provide running water. Other than a pile of eight buckets, there is nothing here.

11. Troll Barracks

Thirty trolls live here, but only 10 are here at any given time; the rest are on duty elsewhere at least 16 hours a day. The chamber is filthy and the stench is overpowering. Piles of straw and twigs gathered from area 23 serve as beds, and the trolls here are sleeping on them. Only a direct attack or an alarm rouses them.

Trolls (10): AC 4; MV 12; HD 6+6; hp 36 each; THAC0 13; #AT 3 or 3; Dmg 1d4+4/1d4+4/1d8+4 (claw/claw/bite) or 1d3+8/1d3+8/1d3+8 (darts + Strength bonus);



Uninvited Guests

SD regeneration; SW slashing weapons can sever limbs, fire or acid prevents regeneration; SZ L (9' tall); ML elite (14); Int low (7); AL CE; XP 1,400 each; MM/349.

Notes: Any edged weapon can sever a troll's limb on a roll of a natural 20. Severed limbs continue to fight. A troll regenerates 3 hit points a round, starting the third round after damage is inflicted. A troll cannot regenerate damage inflicted by fire or acid.

12. West Guardpost

A single troll is always on guard here (use the statistics from area 11), watching the ladder that leads up to area 2. The troll is lethargic and does not leave its post except when the griffon keeper calls.

If the PCs fight their way into this level, the troll hunkers down behind the ladder, ready to hurl its darts. It has 25% cover vs. attacks directed at it (see *DMG*, Chapter 9). It is supposed to ring the bell when trouble starts, but it spends a round or two fighting before it remembers its orders.

If the PCs enter this chamber unnoticed, this troll is busy raiding the huge barrel standing at the chamber's western end. The barrel contains horseflesh for the griffons, and the party automatically surprises the troll as it feasts.

Alert: The chamber is equipped with an alarm bell that is connected to the bells in areas 2 and 15. If the bell is rung, the giant in area 2 arrives via the trap door in two rounds, after checking on the troll guards up there. Also, one of the ogres in area 15 notifies Yurik and Nalani, who organize the castle's defense in the great hall (see area 16).

Main Level

The castle's residents and guests conduct their most important daily activities here. The apartments and atmosphere are much more comfortable than in the upper levels. The whole level is snug and pleasantly warm, with none of the drafts that plague the upper areas. The staff in the kitchen (area 17) has been working overtime to keep all the guests fed, and the smell of home cooking hangs pleasantly in the air.

Alert: The moment that the residents of this level perceive a threat, the alarm is raised throughout the level. Yurik and Nalani lead the castle's defense personally, organizing their troops from the great hall. See area 16 for more details.

13. Front Gates

As noted earlier, the cloud bridge stretches about 300 yards from here to one of the mountain's lower spires. (Only the portion of the bridge closest to the castle is shown on the map.) Anyone stepping off the bridge falls between 200 and 400 feet to the rocks below. Traversing the bridge is fairly safe because it is more than 40 feet wide.

The gates themselves are two great valves made of wrought iron and hammered bronze. Together, they are 15 feet wide and 30 feet high. Unless the giants are expecting trouble, one valve is always open during daylight. When closed, even a cloud giant has to work a bit to get them open. Lesser creatures must attempt a bend bars/lift gate roll to open a valve. If the roll is successful, it still takes two rounds of effort to push the valve open far enough to admit anyone. It takes four rounds to push the valves all the way open. If the gates are closed and barred (see area 15), no man-sized creature can open them without magical aid or a siege engine. Note that the valves' sheer size (225 square feet each) renders most *knock* spells ineffective.

Alert: If a battle starts outside, the ogres from area 15 rush down the stairs to close and bar the gates. It takes them three rounds to accomplish this feat.

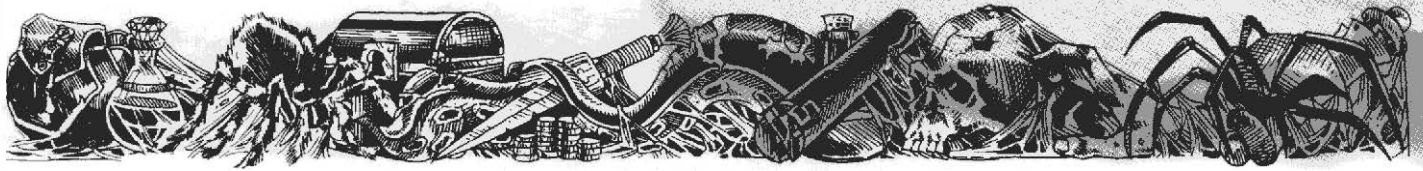
14. Main Guardposts

A cloud giant always stands guard in each of these turrets. The turrets rise 15 feet above the level of the cloud, giving the giants ample room to hurl boulders at any intruders. Each turret has a supply of 10 boulders.

The giants are alert and allow no one to pass without an invitation. Particularly smooth-talking PCs might convince the guards that they have legitimate business inside the castle, but the guards do not admit the party. Instead, one of the pair runs to area 15 and sends one of the ogres to find Yurik or Nalani. The guard then returns to his post to await his employers' appearance. See the **Cast of Characters** section for notes on Yurik and Nalani.

If the PCs have an invitation, or even a crude forgery of one, all they have to do is show it to one of the guards. Neither guard can read, but both of them recognize the general form an invitation takes. After a cursory glance at the invitation, the guards wave the party in.

The PCs could also try to **rush** the door. If they do, both giants sound their horns and the PCs have a major battle on their hands. One guard jumps down from his post while the other rushes to area 15.



Uninvited Guests



The doors leading to the turrets can be barred from the inside, but are simply closed when the front gates are open (see area 13). If the gates are closed and barred, these doors are barred too.

Cloud Giants (2): AC 0; MV 15; HD 16+2-7; hp 81 each; THAC0 5; #AT 1; Dmg 6d4+11 (oversized morningstar + Strength bonus), 3d6+11 (oversized pike + Strength bonus), or 2d12 (hurled boulder); SA hurling boulders; SD +2 bonus to surprise rolls; SZ H (24' tall); ML fanatic (17); Int very (12); AL NE; XP 10,000 each; MM/132.

Notes: Hurled boulders have a minimum range of 3 yards and maximum range of 240 yards. Can catch similar large missiles 60% of the time.

15. Entry Hall

The natural staircase leading up into this area is perfect for cloud giants, but creatures that are not at least size large move at half speed over the huge ledges.

The giants have decorated the walls along the staircase with trophies and objects of art. There is a unicorn head, about a dozen stuffed birds ranging from small

falcons to giant eagles, nine small statues, several vases, and an assortment of helmets, shields, and odd bits of armor.

The trophies represent quite a little treasure trove. The unicorn head is worth 2,000 gp intact (1,500 gp for the horn). The vases and statues are worth 5,000 gp in total. Most of the armor is junk, but one shield is actually a *shield +3, -1 vs. missiles*. The weapon rack near the head of the stairs contains more trophies in the form of man-sized weapons, a collection of giant-sized polearms, and several well-polished throwing rocks. The rack is mostly for show, but everything in it is functional.

Two ogre footmen are always on guard here, along with two hell hounds from Siiri's retinue. The influx of guests has caused some disruption in the castle, and the resident ogres have moved from their regular quarters in area 19 to here. During the day, the ogres are busy with their normal duties, and ten bundles of bedding are piled against the east wall. At night, eight ogres are here sleeping while the remaining two remain on guard.

If the PCs talk their way past the guards, the ogres stop them again when they get inside. The ogres merely want to inventory the party's weapons. They are not looking for a fight, but they will defend themselves if attacked.

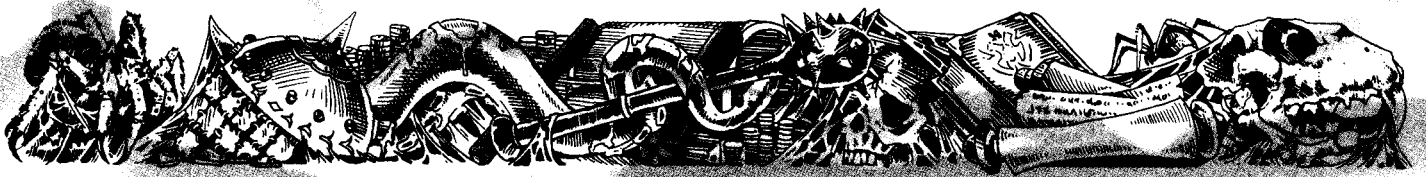
The entry hall has an alarm bell that is clearly audible in areas 13, 14, and 16. It is connected by ropes to bells in areas 2 and 12. If it rings, the ogres alert the guards at area 14 and one of them runs to find Yurik or Nalani.

Alert: The guards at area 14 notice any combat unless it is silenced, and both converge on the attackers. If the bell is rung here, the troll in area 12 notifies the griffon keeper, who musters the trolls and giants from above and descends to investigate. If his force can't get down the spiral staircase, they rappel down the east side of the peak and enter the lower levels through area 20.

Ogres (2 or 10): AC 4 (chain mail); MV 6 (moderate encumbrance); HD 4+; hp 22 each; THAC0 17 (15 with Strength bonus); #AT 1 or 2; Dmg 2d4+6 (morningstar + Strength bonus) or 1d8+6/1d8+6 (long bow and sheaf arrow + Strength bonus); SZ L (9'+); ML Steady (11); Int Low (7); AL CE; XP 270 each; MM/272.

Special Equipment: 20 sheaf arrows each.

Hell Hounds (2): AC 4; MV 12; HD 7; hp 35 each; THAC0 13; #AT 1; Dmg 1d10 (bite); SA -5 to oppo-



Uninvited Guests

nents' surprise rolls, fiery breath; SD +1 to own surprise rolls, detect invisible creatures 50% of the time, immune to fire; SZ M; ML elite (13); Int low (7); AL LE; XP 1,400 each; MM/187.

Notes: Fiery breath affects one creature within 10 yards and inflicts 7 points of damage (save vs. breath weapon for 4 points). If a bite hits with a roll of 20 the hound breathes on the opponent as well.

16. Great Hall

This chamber is spacious by cloud giant standards, vast by human standards. It is decorated in high style for the wedding. The floor is strewn with fresh, sweet-smelling rushes gathered from area 23. A pair of ogres changes them every day. Flaming oil or a fire-based spell can set the rushes alight; hell-hound breath will not. Only the rushes in the flame's area of effect burn. If set alight, the rushes smolder and flare for 2d4 rounds, creating clouds of smoke that block infravision and normal vision. Creatures within the smoldering area can see a maximum of 15 feet, and they suffer 2d4 points of fire damage each round. Dousing with water puts the fire out immediately.

The three tables are each about 9 feet high. They are draped with fine linen cloths and decorated with bouquets of giant-sized flowers freshly cut from area 23. Four golden candelabras adorn each table. The long benches next to the southern tables are covered with eight hand-sewn cushions each, and the seven chairs around the northern table each have a cushion for the seat and back.

The walls are lined with high-quality tapestries, all newly cleaned, mended, or woven for this occasion. They depict cloud giants hunting or playing in alpine scenes or cloudscapes.

A fire made from apple logs burns merrily in the hearth, adding another pleasant scent to the chamber. The mantel bears two exquisite harps with gold and ivory decorations, a pair of silver cymbals, and three flutes (one ebony, one silver, and one brass).

Most of the items listed above are valuable if undamaged, though the PCs might have some trouble carrying it all away. The cushions are about 4 feet wide and 5 feet long; they are worth 75 gp each. They weigh about 15 pounds each, but their encumbrance value is three times that because of their bulk. The tablecloths are 50 feet long and 15 feet wide. They are worth 400 gp each, and each weighs about 80 pounds. Each candelabra is worth 300 gp and weighs 10 pounds. The harps are worth 2,000 gp each, and they each weigh 30 pounds. The tapestries are 30 feet high and are as long

as the sections of wall they cover. Each weighs one pound per square foot and is worth 10 gp per square foot. For example, the tapestry on the west wall is 30 feet high and 60 feet long; it weighs 1,800 pounds and is worth 18,000 gp intact.

The great hall is the scene of many activities. Sometimes nearly empty, it is crowded at other times. Exactly what the characters find here depends on when they arrive:

Daytime

During the day, there always two ogres in here working, either tidying up or preparing to lay out a meal. Two fire giants and their pet hell hounds snooze in the straw. The fire giants are guests sleeping off last night's duty (or celebrations). They think the place is much too cold, and they huddle under several blankets and sleep fitfully.

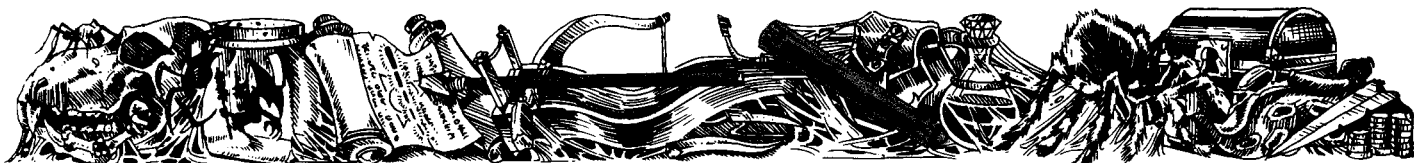
If the PCs got this far without raising the alarm, the crew in here pays them no heed unless they try to steal something or attack somebody. In fact, if the PCs are feeling brassy, they can demand food and drink. The ogres, eager to please the wedding guests, scurry off the kitchen and bring a snack in just a few minutes. The conversation, however, awakens one of the fire giants, who irritably takes a seat at the table.

The fire giant is surly and not given to conversation. If the PCs ask him any questions, he tells them to ask the thralls (referring to the ogres). Otherwise he grunts noncommittally at pretty much anything the characters say. If the characters insult him, he snorts and walks off to area 21.

The ogres are more cooperative. They have the same information the trolls in the upper levels have (see page 80), but they can get all the giants' names right. They gleefully report that the captured dragon is to be tortured, slain, and cooked as part of the wedding feast. The torture will take place right here in front of all the guests. The ogres think the whole gruesome procedure will provide delightful entertainment.

Ogres (2): AC 4 (chain mail); MV 9; HD 4+1; hp 22 each; THAC0 17 (15 with Strength bonus); #AT 1; Dmg 1d4+6 (dagger + Strength bonus); SZ L (9'+); ML steady (11); Int low (7); AL CE; XP 270 each; MM/272.

Hell Hounds (2): AC 4; MV 12; HD 7; hp 35 each; THAC0 13; #AT 1; Dmg 1d10 (bite); SA -5 to opponents' surprise rolls, fiery breath; SD +1 to own surprise rolls, detect invisible creatures 50% of the time,



Uninvited Guests

immune to fire; SZ M; ML elite (13); Int low (7); AL LE; XP 1,400 each; MM/187.

Notes: Fiery breath affects one creature within 10 yards and inflicts 7 points of damage (save vs. breath weapon for 4 points). If a bite hits with a roll of 20 the hound breathes on the opponent as well.

Fire Giants (2): AC -1 (banded mail); MV 12 (moderately encumbered); HD 15+2-5; hp 75 each; THAC0 5; #AT 1 or 1; Dmg 2d10+10 (oversized two-handed sword + Strength bonus) or 2d10 (hurled boulder); SA hurling boulders; SD fire resistance; SZ H (18' tall); ML champion (16); Int average (10); AL LE; XP 8,000 each; MM/137.

Notes: Hurled boulders have a minimum range of 3 yards and maximum range of 200 yards. Can catch similar large missiles 50% of the time. If the boulders are heated, they inflict an extra 1d6 points of damage.

Immune to all forms of nonmagical fire, and to fiery breath weapons. Magical fire attacks inflict -1 hit point per die of damage (no minimum per die; a roll of 1 inflicts no damage).

Special Equipment: Shoulder sack with 2 throwing boulders, miscellaneous belongings, and 2d10 gp.

Mealtimes

During meals, the two hosts (Yurik and Nalani), all the guests, and every cloud giant not assigned to duty elsewhere is here. Yurik sits in the center chair at the head table with Nalani on his right and Diomed to her right. Jytte sits to Yurik's left with Siiri to her left. The two end chairs usually are empty. The six off-duty cloud giants from area 25, the griffon keeper, and the lion keeper all sit at the west table, with the latter two at the north end, closest to the head table. Four fire giants and the two "stone giants" sit at the east table. Three hell hounds sit under the east table, waiting for handouts.

Five ogres scurry about serving food. One of the cloud giants plays an instrument from the collection on the mantle; the rest of the giants are eating and conversing.

If the PCs burst in here, they face 17 giants and three hell hounds—not a promising sight. Yurik, however, is curious enough about the PCs to give them a chance to talk before attacking. He bids them to enter the room (where more giants can attack them) and explain themselves.

If a combat ensues, the silver dragons could lend a hand and save the party's bacon, or at least make it a sporting fight. They're smart enough to know potential allies when they meet them.

Night

At night, four fire giants and the two "stone giants" sleep here, having been given no private quarters. There are also two hell hounds. The fire is banked up even higher than during the day in an effort to make the fire giants comfortable, but they are still wrapped in blankets. The giants are sleeping soundly, their snores making a frightful racket.

The hell hounds awaken and bark if the PCs try to sneak in here. However, if the characters are masquerading as guests, they can move about without calling attention to themselves.

After an Alarm

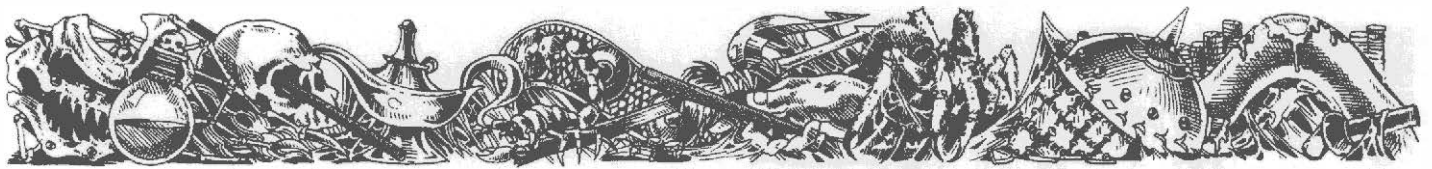
This chamber forms the castle's main point of defense if the residents realize they are under attack. The fire giants, Nalani, the hell hounds, and three cloud giants turn the tables on their sides to form a three-sided barrier against the north wall. Jytte has her jewelry box, and Siiri has the *Rod*. In a fight, Siiri uses the *Rod* on as many giants as possible, then hurls boulders or uses her spells to the best of her ability. Her favorite spell tactic is to silence opposing spellcasters. The giants have plenty of throwing boulders on hand from a ready supply they maintain. The castle's ogres and spotted lions lurk in the kitchen, prepared to surprise intruders from behind.

Yurik takes six cloud giants from area 25 and posts two near the stairs (area 9b) as sentries. Then he takes the "stone giants" and the remaining four cloud giants and goes searching for the intruders. The two dragons take the first opportunity to assume more unobtrusive forms (most likely ogres) and go search the castle for their lost offspring.

17. Kitchen

Frantic activity is the norm here, especially with guests in the castle. A young cloud giantess and a staff of ogres are busy from dawn until after dusk keeping the guests fed and preparing for the wedding feast.

The chamber has a fireplace with a roaring fire that remains lit all day, then burns down to embers at night. There is a sturdy table about 12 feet high and a rectangular table about 5 feet high; several tall stools are arranged around the low table and a single stool stands near the high one. There is a huge wooden tub with a spigot connected to area 10, a few cabinets full



Uninvited Guests

of pots and foodstuffs, and a vast assortment of efficient looking cutlery.

The pleasant aroma of baking bread wafts from this huge chamber to greet you; this must be the kitchen. The air is warm here, and occasional voices provide counterpoint for the rhythmic chopping and popping of food preparation. Two ogres wearing stained aprons are dicing huge vegetables at a low table while another stirs something in a large cauldron hanging in the fireplace. A few other ogres scurry to and fro carrying immense bags of flour and baskets of produce. At a huge table near the center of the room stands a young cloud giantess, her hair tied back with a bright green ribbon and her face smudged with flour. A scowl mars her pretty features as she picks up a round of bread dough from a bowl nearby and throws it to the tabletop with unnecessary force.

"Take that, you miserable two-faced rat!" she says, giving the dough a vicious thwack. "No more midnight snacks and batches of your favorite cookies!" The table buckles under as she slaps the bread again. "And that's for that red-haired harlot," she cries, her voice rising in pitch as she delivers another hard smack to the hapless dough.

The cook is in a bad mood. She resents the extra work she has to do right now and is furious that Diomed is marrying a fire giantess. (She once had visions of herself and Diomed on a snug little cloud with lots of little cloud giants playing about their feet.) She assumes the PCs are guests if they make themselves known, but she has no patience with them, telling them they're underfoot (which is literally true), and ordering them out of her kitchen. The cook expects them to scam when she orders them out. If they do not comply immediately, she tries to pick a character up and throw him out. (Treat this as a wrestling attack.) If a fight breaks out, the cook drops a pan of sticky bread dough over one character's head, then flails away with a rolling pin in one hand and a frying pan in the other. The ogres take up knives and cleavers and join the fray.

If the characters tell the cook they are exterminators, she grudgingly allows them to search the kitchen for vermin. If they magically *charm* her or compliment her beauty, they can get her to sit down and tell the whole story of the wedding and just about anything else they want to know, provided they ask the right questions:

- "Siiri is an odd one, even for a fire giant. She's neat and clean where others of her kind are filthy. She makes an effort to get her daughter and her servants to smarten up, but they're still vile. Siiri is really fussy about her hair, but she won't let anyone in the castle cut it. She just keeps fiddling with her hairpins and arranging it all the time. With that hair color of hers—flame orange—she should just give up."

- "I'll say one thing, though, she sure did get everything unpacked and rearranged quickly once she got here. I never saw anyone settle in so fast. I never knew fire giants could *move* with such haste. I guess she just couldn't wait to move into my room with that daughter of hers." (Siiri used *haste* on her escorts to get unpacked and moved in quickly.)

- "Fire giants are just awful. They're sweaty and smelly and the way they eat! Nothing but charred meat and brick-hard biscuits."

- "The silver dragon? Hey, that's supposed to be a surprise! It's down in the oubliette, on the lower level. I plan to cook it with leeks and garlic. I've got to do something to cover the metallic flavor."

- "Diomed can't possibly care for that pudgy little hussy. He just wants to make his father happy; he can't like that grotesque hair of hers. Could he? Do you think I'd look good with red hair?"

If there has been an alarm or a fight in area 16, the cook and her staff attack the PCs when they enter. If Yurik has had time to organize a defense, the spotted lions from downstairs (area 28) will be lurking here as well.

Cook (Cloud Giant): AC 0; MV 15; HD 16+2-7; hp 68; THAC0 5; #AT 2 or 1; Dmg 3d6+11/3d4+14 (oversized rolling pin + Strength bonus/giant frying pan + Strength bonus) or 2d12 (hurled pot); SA hurling pots; SD +2 bonus to surprise rolls; SW attacks with frying pan suffer a -2 penalty for attacking with a second weapon; SZ H (24' tall); ML fanatic (17); Int very (12); AL NE; XP 10,000; MM/132.

Notes: Hurled pots have a minimum range of 3 yards and a maximum range of 240 yards. Can catch similar large missiles 60% of the time.

A hit with a pan of dough inflicts 2d8 pints of damage and the victim is blinded, smothered, and unable to act until he can make a successful open doors roll to remove the pan and dough.



Ogres (6): AC 5; MV 9; HD 4+1; hp 22 each; THAC0 17 (15 with Strength bonus); #AT 1; Dmg 1d8+6 (kitchen cleavers + Strength bonus); SZ L (9'+); ML steady (11); Int low (7); AL CE; XP 270 each; MM/272.

18. Storeroom

The giants have stuffed this chamber with food and beverages of all kinds. Dressed carcasses of livestock and game (some normal, some giant-sized) hang in profusion from the ceiling. Barrels of ale, wine, and beer stand in every niche, along with casks of brandy and stronger spirits. Sacks of flour, beans, and sugar lie in scattered heaps. Baskets of fresh fruits, jugs of honey, and lumps of butter fill every flat space that remains.

The party could search for hours and find nothing of any particular value in here. A character skilled at cooking can locate about 20 pounds of rare delicacies and spices (caviar, saffron, pepper, etc.) worth 500 gp.

19. Servants' Quarters

The castle's ogres live here permanently, but the cook has moved in for the time being, having given up her own quarters to Siiri and Jytte. The ogres' effects have been stored in area 28 and the giants have set up a cot, a stool, and a table for the cook. A chest under the cot holds some of the cook's belongings, which include a silver bracelet worth 100 gp and a jasper brooch worth 120 gp.

The cook sleeps in here every night, but it is empty otherwise.

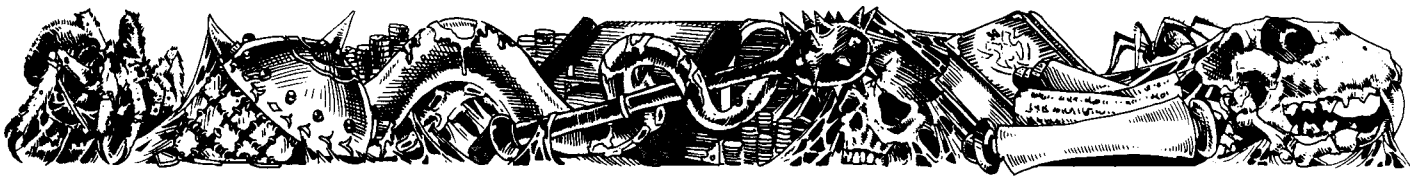
20. Postern

The natural staircase leading down to the back door forces creatures that are not at least size large to move at half speed. A cloud giant and a spotted lion are always on guard at the top of the stairs.

During daylight, the door is always closed but not barred. The guard lets no one pass without direct permission from Yurik or Nalani. If the PCs attack, the giant blows a tin whistle that alerts everyone on the level.

Alert: The guard at area 22 is sure to hear any disturbance and comes to investigate immediately. A battle in this area has a 30% chance each round (noncumulative) to be noticed in the great hall (area 16), unless it is silenced.

Cloud Giant: AC 0; MV 15; HD 16+2-7; hp 81; THAC0 5; #AT 1; Dmg 6d4+11 (oversized morningstar



Uninvited Guests

+ Strength bonus), 3d6+11 (oversized pike + Strength bonus), or 2d12 (hurled boulder); SA hurling boulders; SD +2 bonus to surprise rolls; SZ H (24' tall); ML fanatic (17); Int very (12); AL NE; XP 10,000; MM/132.

Notes: Hurled boulders have a minimum range of 3 yards and maximum range of 240 yards. Can catch similar large missiles 60% of the time.

Special Equipment: Shoulder sack with 4 throwing boulders, assorted belongs, and 37 gp. Tin whistle worn on a thong around the neck.

Spotted Lion (Cat, Great): AC 6; MV 12; HD 6+2; hp 32; THAC0 15; #AT 3; Dmg 1d4/1d4/1d12 (claw/claw/bite); SA rake; SD +2 to surprise rolls; SZ L (about 6' long); ML average (9); Int semi (4); AL N; XP 975; MM/36.

Notes: If the lion hits with both forepaws it can rake with its rear claws (Dmg 2d4/2d4).

21. Privy

This chamber contains a 20-foot bench about 8 feet high. Two holes atop the bench lead down 40 feet to a cesspit. A covered chute in area 23 allows access to the cesspit for cleaning. Characters with tough noses and strong stomachs could enter the castle through this area via the chute.

22. Postern Turret

This area is similar area 14, except that there is only one turret. A cloud giant always stands guard here. He is accustomed to seeing guests come and go from area 23 all day. He doesn't give the PCs a second glance unless they arrive at night (when all the guests are inside) or unless they have weapons showing. He has a supply of eight throwing boulders on hand.

The door leading to the turrets can be barred from the inside, but this occurs only if an alarm has been raised.

Alert: If the guard in area 20 hears fighting here, he blows his whistle and charges to the melee.

Cloud Giant: AC 0; MV 15; HD 16+2-7; hp 81 each; THAC0 5; #AT 1; Dmg 6d4+11 (oversized morningstar + Strength bonus), 3d6+11 (oversized pike + Strength bonus), or 2d12 (hurled boulder); SA hurling boulders; SD +2 bonus to surprise rolls; SZ H (24' tall); ML fanatic (17); Int very (12); AL NE; XP 10,000; MM/132.

Notes: Hurled boulders have a minimum range of 3 yards and a maximum range of 240 yards. Can catch similar large missiles 60% of the time.

23. Cloud Meadow

The giants use this enormous area to grow food and to relax. There are vegetable and flower gardens, fruit trees, and grassy paddocks. Despite the altitude, the temperature is warm and pleasant, like a spring day.

At the far end of the area, almost a quarter mile from the castle, the giants mine silver by digging away at the cloudstuff and straining out the nuggets of metal. The silver is a by-product of the enchantment that maintains the cloud. Lately, two immature silver dragons have been raiding the silver, much to the giants' consternation. A few days ago, the giants caught one of the dragons and imprisoned her in area 30. The giants plan to slay and eat the creature.

During the day, the wedding party and guests spend much of their time out here (see the **Cast of Characters** section for details). The cloud giants entertain their guests with music and boulder-tossing games. The latter poses a problem for the silver dragons; they look just like stone giants, but they lack a true giant's ability to hurl boulders. Thus far they have been able to avoid boulder-tossing by pretending to be distrustful of the cloud. They make a show of walking carefully lest they break through it, and they never make sudden movements.

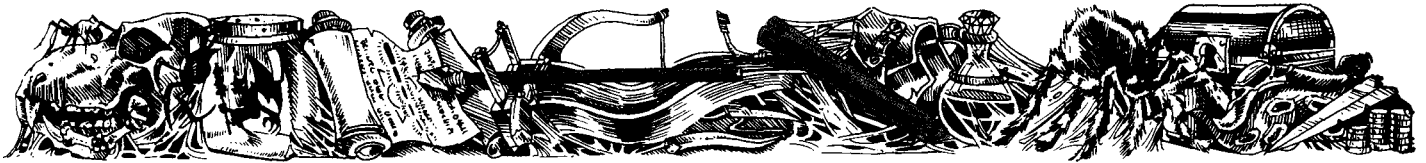
Diomed, the groom, spends most of his days here, except for mealtimes (when he is in the great hall). At night, he sleeps in his room (area 26). Two fire giants, new pals, always accompany him. If an alarm sounds, Diomed and his pals are eager to get into the fight and rush directly to the scene of the trouble. Diomed and his friends are with Yurik and Nalani if they are here; otherwise, they're killing time on their own.

Diomed is ambivalent about his upcoming marriage. He fully intends to ignore his bride and go right on chasing cloud giant wenches, as he has been doing until now. He suspects that the castle cook has eyes for him.

Three of the giants from area 25 are here 50% of the time. If Yurik and Nalani are entertaining, they are with the group. Otherwise, they are just relaxing on their own and trying to stay out of Diomed's sight. They resent Diomed's new friends. If Diomed is attacked, however, they rush to his aid, and vice versa.

Diomed (Cloud Giant): AC 0; MV 15; HD 16+2-7; hp 81; THAC0 5; #AT 1 or 1; Dmg 6d4+11 (oversized morningstar + Strength bonus) or 2d12 (hurled boulder); SA hurling boulders; SD +2 bonus to surprise rolls; SZ H (24' tall); ML fanatic (17); Int very (12); AL NE; XP 10,000; MM/132.

Notes: Hurled boulders have a minimum range of 3



Uninvited Guests

yards and a maximum range of 240 yards. Can catch similar large missiles 60% of the time.

Special Equipment: Shoulder sack containing 3 throwing boulders, a bone flute, 49 pp, a 100 gp gem, and a half-full cask of rum. Diomed wears a silver and ivory armband worth 500 gp, a gold ring set with an emerald worth 1,600 gp, and a gold brooch set with bloodstones worth 750 gp.

Fire Giants (2): AC -1 (banded mail); MV 12 (moderately encumbered); HD 15+2-5; hp 75 each; THAC0 5; #AT 1 or 1; Dmg 2d10+10 (oversized two-handed sword + Strength bonus) or 2d10 (hurled boulder); SA hurling boulders; SD fire resistance; SZ H (18' tall); ML champion (16); Int average (10); AL LE; XP 8,000 each; MM/137.

Notes: Hurled boulders have a minimum range of 3 yards and a maximum range of 200 yards. Can catch similar large missiles 50% of the time. If the boulders are heated, they inflict an extra 1d6 points of damage.

Immune to all forms of nonmagical fire and to fiery breath weapons. Magical fire attacks inflict -1 hit point per die of damage (no minimum per die; a roll of 1 inflicts no damage).

Special Equipment: Shoulder sacks each containing 2 throwing boulders, two pewter cups worth 20 gp each (gifts from Diomed), and 2d12 gp each.

23a. Tool Shed

The giants store all their gardening and mining equipment in here. The one-room building is 30 feet square and about 25 feet tall. It has one door (shown on the map) and no chimney or windows. The door is locked with a giant-sized padlock. (Nalani has the key.) The shed is filled with hoes, rakes, shovels, shears, saws, and similar tools. There is an open-topped wooden box with a few nuggets of silver rattling around in the bottom; these are worth 2 sp total.

Lower Levels

These levels are darker than the upper levels because there are fewer *continual light* batons. Areas that don't have fires burning in them feel somewhat damp and chilly. Unless noted otherwise, the air is stagnant and unpleasantly pungent.

Alert: As there are no doors separating the chambers of these levels, sound travels freely. The din of combat or screams of alarm are sure to bring the

attention of all of the level's denizens and shortly the interest of those upstairs.

24. Guest Room

The castle's cook lives here permanently, but Siiri and Jytte are using the chamber now. Tactical Map F2 shows the chamber and part of the hallway outside.

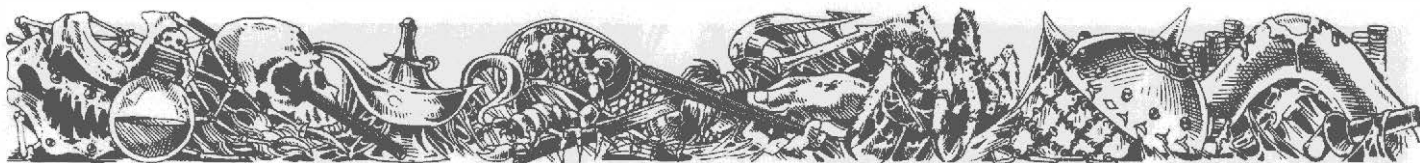
Two fire giants and a hell hound stand guard outside the doorway. The giants are grumpy (complaining of cold), but they allow the PCs to enter if no alarm has been raised. Inside, a brazier full of glowing coals drives away the level's chill.

The floor is covered with a reed mat, and the room boasts two wardrobes and a bureau with a silver mirror. Two stools stand in front of the bureau. There is one large bed with huge goosefeather pillows and fine woolen blankets. Two chests under the bed hold the giantesses' personal belongings.

The silver mirror is 15 feet long and 8 feet high. It weighs about 100 pounds, but most of that is a backing made from hardwood planks. Intact, the mirror is worth 125 gp. A large collection of combs, scissors, and brushes is scattered atop the bureau. Some of these items are gold and silver, and a character who spends at least a turn searching can pick out eight items worth a total of 570 gp. There are also two giant-sized bottles of expensive perfume (worth 200 gp each). The chest holds assorted equipment and clothing, including two suits of fire-giant sized banded mail, both polished to a brilliant shine. One chest holds another bottle of perfume (worth 300 gp because it is full). The other holds a locked jewelry box; this and the jewelry inside it were gifts from Diomed to Jytte, and she has the key. The box contains four pairs of golden earrings worth 200 gp a pair, a giant-sized diamond ring worth 2,500 gp if intact, and a silver chain worth 520 gp. The lock has a poison needle trap. Anyone picking the lock must roll a successful saving throw vs. poison or die immediately. Even if the saving throw succeeds, the character still suffers 45 points of damage. (Though death is immediate, the damage has an onset time of 1d4 rounds; the victim feels ill during that time, but suffers no damage if the poison is treated before the time expires.)

The bureau has three drawers full of neatly folded clothing, all giant sized. The wardrobes contain formal dresses and heavy outdoor cloaks. All told, there are nine dresses and three cloaks; each dress is worth 3d4x10 gp, and each cloak is worth 3d8x10 gp. The giantesses also keep their two-handed swords in the wardrobes.

If Siiri is here and there has been no alarm raised,



Uninvited Guests

she is seated at the bureau, unarmored, fussing with her hair and muttering about how utterly unruly and impossible it is. Jytte sits on the other stool, trying to brush her mother's hair. The *Rod* segment lies on the bureau with the rest of Siiri's hairpins.

An anguished shriek sets your teeth on edge as you peer into this comfortable, well-appointed chamber. At a vanity table against the far wall sit two red-haired giantesses, both looking into a large mirror with their backs toward you. The older of the two grabs her hair with both hands and yanks it viciously. "Augh! I can't stand this hair another minute! I can't do anything with it when it's like this! You'd think they'd have a decent hairdresser in this place! No wonder Nalani's hair is such a fright." The younger giantess reaches toward the abused locks with a jeweled hairbrush, but her furious companion knocks her hand aside impatiently. "It won't help," she moans, propping her chin in her hand and gazing into the mirror despondently. "Without a proper trim, it's just going to frizz. What am I going to do? I can't go to the wedding looking like this!" She buries her face in her hands as the younger one sighs in exasperation and tries to comfort her. "You look fine, Mother! Really you do!"

If the PCs make any quick moves, Siiri and Jytte will see them in the mirror and try for their weapons, calling for help as they do so. The guards will respond immediately, as will the rest of the castle in short order.

Quick-thinking PCs can use this as an opportunity to get some hair, however, as well as gaining an opportunity to snatch the *Rod*. (Hair from a powerful lawful evil creature, freely given, is required to assemble the *Rod*; see **Book III**.) Any PC can convince Siiri to let him cut her hair with a successful Charisma check. The character can add +2 to his score if the player role-plays the offer well. If the player does not role-play at all, the check is made at half the character's Charisma score. If the check succeeds, the character is allowed to approach the bureau and start cutting. This constitutes a perfect opportunity to grab the *Rod* segment; it is fairly easy to recognize because it is the only hairpin in the pile that has faceted ends. Rogues can pocket the *Rod* with a successful pick pockets roll. Siiri notices any other attempt to get the segment unless the PCs stage some kind of distraction.

If the character has no special skill at hairstyling, he must succeed with a check vs. half his Intelligence

score to do a job Siiri will accept. If the character fails, she flies into a rage and attacks. Her shouts bring the guards into the room, and eventually the rest of the castle as well.

If Siiri is not here, Jytte is laying on the bed, staring at the ceiling. She is happy to speak to the PCs if they bring her some kind of gift; otherwise, she dismisses them. Jytte does not know about the silver dragon, but she does know about her mother's magical hairpin. If the PCs ask about it, Jytte laughs and says that everybody notices how fast her mother's servants are, and the hairpin is the secret.

Fire Giants (3): AC -1 (banded mail) or 5 (no armor); MV 12 (moderately encumbered); HD 15+2-5; hp 75, 75 (guards), 71 (Jytte); THAC0 5; #AT 1 or 1; Dmg 2d10+10 (oversized two-handed sword + Strength bonus) or 2d10 (hurled boulder); SA hurling boulders; SD fire resistance; SZ H (18' tall); ML champion (16); Int average (10); AL LE; XP 8,000 each; MM/137.

Notes: Hurling boulders have a minimum range of 3 yards and a maximum range of 200 yards. Can catch similar large missiles 50% of the time. If the boulders are heated, they inflict an extra 1d6 points of damage.

Immune to all forms of nonmagical fire and to fiery breath weapons. Magical fire attacks inflict -1 hit point per die of damage (no minimum per die; a roll of 1 inflicts no damage).

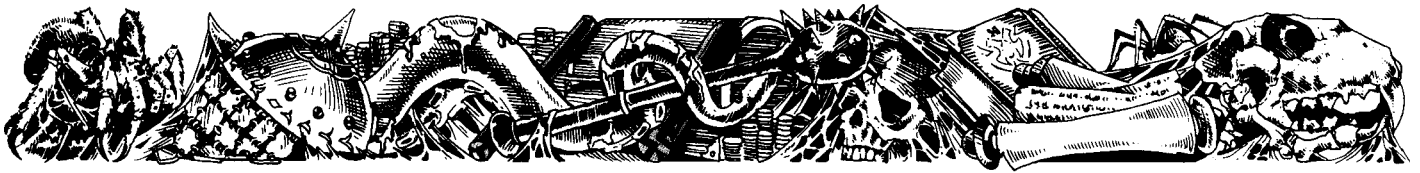
Hell Hound: AC 4; MV 12; HD 7; hp 35; THAC0 13; #AT 1; Dmg 1d10 (bite); SA -5 to opponents' surprise rolls, fiery breath; SD +1 to own surprise rolls, detect invisible creatures 50% of the time, immune to fire; SZ M; ML elite (13); Int low (7); AL LE; XP 1,400; MM/187.

Notes: Fiery breath affects one creature within 10 yards and inflicts 7 points of damage (save vs. breath weapon for 4 points). If a bite hits with a roll of 20, the hound breathes on the opponent as well.

25. Cloud Giant Barracks

Twelve cloud giants live here. The chamber has 12 giant-sized bunk beds arranged in two tiers, 12 trunks (2 under each lower bunk), a battered table, a pail of 15 throwing boulders, and an odd assortment of stools and chairs. The floor is covered with rushes that are not quite as fresh and sweet as the ones in the great hall (area 16). There are at most only six giants here at any given time; the remaining six are on duty elsewhere. Of the six giants that are not working, there is a 50% chance that three of them are enjoying themselves





Uninvited Guests

in area 23. At mealtimes, there are no giants here at all.

If there are only three giants here, they are asleep. They keep their morningstars close at hand, however, and are ready to fight just as soon as they awaken. If there are six giants here, they are passing around a cask of beer and playing knucklebones at the table.

Cloud Giants (3 or 6): AC 0; MV 15; HD 16+2-7; hp 81 each; THAC0 5; #AT 1 or 1; Dmg 6d4+11 (oversized morningstar + Strength bonus) or 2d12 (hurled boulder); SA hurling boulders; SD +2 bonus to surprise rolls; SZ H (24' tall); ML fanatic (17); Int very (12); AL NE; XP 10,000 each; MM/132.

Notes: Hurled boulders have a minimum range of 3 yards and a maximum range of 240 yards. Can catch similar large missiles 60% of the time.

26. Diomed's Chamber

Diomed, the groom, lives here. Siiri and Nalani have been busying themselves turning the place into a nuptial suite. The chamber's walls have been freshly whitewashed. The bed is heaped with luxurious furs and two silk pillows stuffed with goosedown.

A displacer beast skin, complete with head, tail, and tentacles, lies in front of the bed, and a small cave bear skin covers the rest of the floor. There is a bronze brazier for extra heat, a bureau, and a wardrobe. The bureau and wardrobe contain normal clothing. Two chests under the bed hold sheets, clothing, and a few of Diomed's personal belongings. There are 13 bars of gold (worth 400 gp each), a sack containing 1,345 gp, and an emerald-tipped scepter worth 2,500 gp. The displacer beast skin is worth 300 gp (it has no magical or alchemical properties) and the bear skin is worth 400 gp. The furs on the bed are worth a total of 1,700 gp; the pillows are worth 25 gp each.

Nalani has finished with this room, but Siiri still putters around in here (see the **Cast of Characters** section). If Siiri is here, she is fully armed and armored and has the brazier stoked up to a red-hot glow. Siiri investigates any disturbance on this level.

27. Master Suite

Yurik and Nalani normally spend most of their time here. Nalani wove most of the castle's tapestries on the loom, and both giants enjoy sitting in the two armchairs and enjoying the view of the valley below. These days, they are frequently away entertaining their guests.

This chamber probably is the most pleasant room in

the castle. It is bright and sunny during the day, and the walls are hung with beautiful tapestries similar to the ones in the great hall (area 16). In cold weather, a fire in the hearth drives away the dampness and chill. The weather is fine when the PCs arrive, however, and the fireplace is cold.

Other than the tapestries, there is very little of value here because Yurik and Nalani wear most of their jewelry. A chest under the bed contains a sack filed with 2,400 gp and 245 pp. A locked box similar to the one in area 24 contains 4 base 500 gp gems and 3 pairs of giant-sized earrings that are worth 250 gp a pair. The box has a poison needle trap identical to the one on the box in area 24.

If Yurik and Nalani are here, Yurik is sitting on one of the chairs, looking out the windows, and Nalani is busy at the loom. The giants investigate any disturbance on this level.

If Yurik and Nalani are not here, two spotted lions from area 28 guard the room.

Spotted Lions (Cat, Great) (2): AC 6; MV 12; HD 6+2; hp 32 each; THAC0 15; #AT 3; Dmg 1d4/1d4/1d12 (claw/claw/bite); SA rake; SD +2 to surprise rolls; SZ L (about 6' long); ML average (9); Int semi (4); AL N; XP 975 each; MM/36.

Notes: If a lion hits with both forepaws it can rake with its rear claws (Dmg 2d4/2d4).

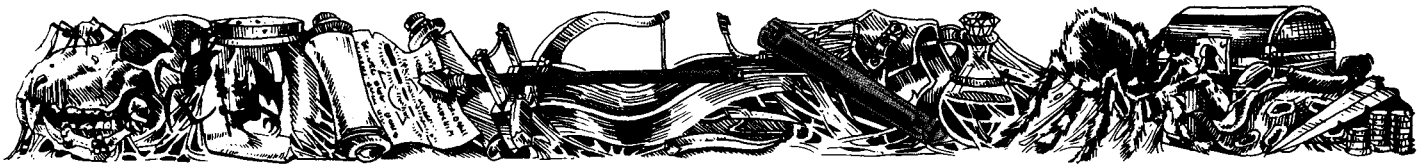
28. Lion Dens

These chambers house the castle's pride of eight spotted lions. There are never more than seven lions here because one always is with the guard in area 20. If there are lions in area 27, there are only five lions here.

Each chamber contains a pile of fairly clean straw and a scattering of dry bones (from the lions' past meals). The chamber farthest to the east has been cleaned out and stuffed with odds and ends, including assorted pieces of furniture, dented pots and pans, empty barrels, and the like. To prepare for their guests, the giants cleaned out every room in the castle and piled the things they didn't want to use in here. There is nothing valuable in the pile, though a thorough search would take at least an hour.

The portcullises in this area are similar to the ones in areas 6 and 7. All of them are up except for the one at the base of the stairs and the one leading to area 29.

Spotted Lions (Cat, Great) (7 or 5): AC 5/6 (front/rear) or 6; MV 12; HD 6+2; hp 32 each; THAC0 15; #AT 3; Dmg 1d4/1d4/1d12 (claw/claw/bite); SA



Uninvited Guests

rake; SD +2 to surprise rolls; SZ L (about 6' long); ML average (9); Int semi (4); AL N; XP 975 each; MM/36.

Notes: Male lions are AC 5 if attacked from the front, AC 6 if attacked from the flank or rear. Females are AC 6 all over. If a lion hits with both forepaws it can rake with its rear claws (Dmg 2d4/2d4). There are seven females and one male in the pride.

29. Lion Keeper's Quarters

The giant charged with the care, training, and feeding of the castle's lions lives here, where she can be near the pride. The chamber contains a bed, two dire wolf pelts on the floor, and several hooks, where whips, prods, chains, and muzzles hang. The giantess uses these to control the lions. A sack containing three throwing boulders also hangs from a hook.

The equipment and the wolf pelts are not particularly valuable. A locked chest (the lion keeper has the key) contains 456 gp, one gold bar (worth 400 gp), and a pendant made from a sapphire on a silver chain (worth 1,000 gp intact).

The giantess spends almost all her time here. She joins the other giants in the great hall at mealtimes, but otherwise is here keeping an eye on areas 28 and 30. She investigates any disturbance.

Cloud Giant: AC 0; MV 15; HD 16+2-7; hp 81 each; THAC0 5; #AT 1 or 1; Dmg 6d4+11 (oversized morningstar + Strength bonus) or 2d12 (hurled boulder); SA hurling boulders; SD +2 bonus to surprise rolls; SZ H (24' tall); ML fanatic (17); Int very (12); AL NE; XP 10,000; MM/132.

Notes: Hurled boulders have a minimum range of 3 yards and a maximum range of 240 yards. Can catch similar large missiles 60% of the time.

30. Oubliette

This chamber's only furnishing is a round slab of stone covering a circular pit in the floor. The cover weighs more than a ton and it takes two cloud giants to move it. If the party can apply at least 46 points of Strength to it, they can push it open in 1d4+1 rounds.

The giants use the pit to hold prisoners they never want to see again. It is 10 feet wide and 90 feet deep, and the walls are smooth as glass. The bottom is littered with the bones of creatures that have perished in the pit's lightless depths.

Currently, Ariele, a hatchling silver dragon the giants caught, is imprisoned here. The giants plan to order her

to assume human form so they can pull her out with a rope when it's time for her execution. Currently, she has assumed the form of a spotted lion. The giants have ordered her to remain in that lion form until they command her to assume a new one. Being an obedient little dragon, Ariele is doing what she has been told. If the PCs open up the pit and shine a light inside, they see a lonely looking lion staring up at them with wide eyes. It meows like an unhappy housecat and claws at the walls as if trying to climb out of the pit. Ariele cannot talk in cat form, but a *speak with monsters* or *speak with animals* spell will enable conversation if the party can get within range. Ariele can understand the PCs perfectly well, and can answer yes or no questions with nods and shakes of her head. She desperately wants to go home, and will *polymorph* into a bird and fly out of the pit at the least encouragement from the PCs.

Arielle (Dragon, Metallic, Silver): AC 0 (6 in lion form); MV 9, Fl 30 (C), Jp 3 (12 in lion form); HD 9; hp 36; THAC0 11; #AT 3 (3 in lion form); Dmg 1d8+1/1d8+1/5d6+1 (claw/claw/bite) or 1d4/1d4/1d12 (claw/claw/bite) in lion form; SA breath weapon; SD detect invisible objects and creatures within 10 feet, immune to cold; SZ L (10' body) (size L in lion form); ML fanatic (17); Int exceptional (15); AL LG; XP Nil; MM/79.

Notes: Can *polymorph self* with an unlimited duration (maximum of three changes in form each day), and walk on clouds or fog as if they were solid ground (can be activated or negated at will). Breath weapon once every three rounds—cone of cold 5' wide at the dragon's mouth, 80' long, and 30' wide at the far end (creatures within the cone suffer 2d10+1 points of damage, save vs. breath weapon for half); or cloud of paralyzation gas (50' long, 40' wide, and 20' high, creatures within the cloud must save vs. breath weapon or become paralyzed 1d8+1 rounds).

Troubleshooting

If the party is reluctant to enter the castle and decides to wait a few days before doing anything, the dragons conduct their rescue mission and depart, leaving the giants in an uproar. Yurik dispatches an ogre mounted on a griffon to carry a message to the fire giants, and four more of them arrive in about a week. Meanwhile, groups of spyder-fiends begin harrying both the giants and the party (see the **Chaos Gates** adventure in **Book III**). If the PCs delay more than an additional week, the spyder-fiends successfully wrest the segment from Siiri.



ADVANCED DUNGEONS & DRAGONS and the TSR logo are registered trademarks owned by TSR, Inc. TOMES is a trademark owned by TSR, Inc. ©1996 TSR, Inc. All rights reserved. Made in the U.S.A.



1145xxx1901